

N64 MAGAZINE
MORE GAMES! MORE PAGES! MORE TIPS! MORE
The UK's best-selling independent Ninten
POKÉMON STADIUM
Pikachu and pals fight it out on your N64!
FIRST EVER PICS!
RESIDENT EVIL ZERO
Terrifying N64-only zombie thriller! p17
TUROK 3: OBLIVION
Amazing monster-filled first shots! p16
PLUS!
CONKER'S BAD FUR DAY
Rare in foul-mouthed shocker! p12
WE'VE PLAYED IT!
PERFECT DARK
Eight pages of stunning shots!
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ISSUE 39

N64 MAGAZINE

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Issue 39 March 2000

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Next issue on sale Friday 17th March
To find out why it's going to be fantastic jump to p120

THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG!

WELCOME TO N64 MAGAZINE

At 124 pages N64 MAGAZINE is Britain's biggest and best-selling Nintendo mag; and here's why

- Our correspondents in Europe, Japan and America supply us with exclusive first-hand news every month. We don't copy rumours and speculation off the Internet.
- N64 Magazine is written by the most experienced Nintendo fans in the business. We know what we're talking about, so we're able to cram every page with useful information and advice.
- Because we're independent from Nintendo, we can also review games as soon as they come out in Japan and America, so you know which games are worth looking forward to.
- The main focus of N64 Magazine is always the N64 games you can actually buy here in the UK, however. We never pad out the magazine with huge articles about games that only the Japanese can play.
- We won't give anything our 'Star Game' award until we've played it right through to the end. That way we can be sure it really is worth buying.
- Because we're independent from Nintendo, we can write completely honest reviews. If a game's awful we'll say so.

Don't be fooled by feeble imitations!



Perfect days...

Lunchtimes are never *quite* complete in the **N64** office without some four-player *GoldenEye*. You could call it a 'ritual'. (You could also call it a 'scary obsession', but still...)

At 1pm, Jes, Martin, Mark and myself gather round our 28-inch TV with the broken side (there's a blue strip down the left of the screen where we dropped it on the way back from Dixons), we make some tiny adjustments to the options (Facility, Licence to Kill, First to 10 Points and Pistols) and we begin where we left off the day before. Martin, without fail, always moans at me for playing as Oddjob (apparently, you can't target him because he's too small... which, to any 'normal' person, is the point); Jes prides himself on his underhand tactics of plugging people in the back as they search for weapons; and Mark... well, Mark turns into the Devil and shouts, 'You... are.. *exterminated*!' every time he clocks up a kill.

But this month the ritual stopped because – incredibly – we've found something even better. Don't believe us? Well, turn to page 44. We don't need to say anymore.

Tim Weaver
Editor

Just look what we've got for you this month!





N64 THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG

CONTENTS

Issue 39, March 2000



Starts on page 10





FUTURE LOOK

Your first look at the *BIG* new N64 games!

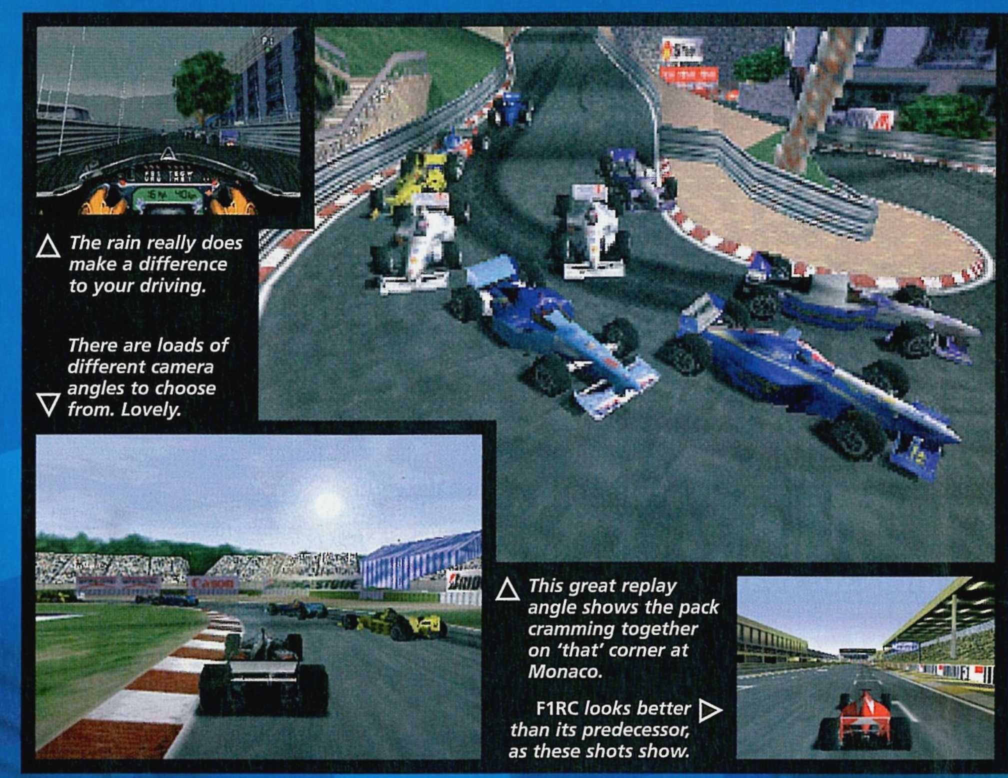
N64 MAGAZINE

FUTURE LOOK

Your first look at the *BIG* new N64 games!

WANT MORE NEW GAMES?

Check out the Coming Soon section of Planet 64 on page 16! GO! GO!



△ *The rain really does make a difference to your driving.*

There are loads of different camera angles to choose from. Lovely. ▽

△ *This great replay angle shows the pack cramming together on 'that' corner at Monaco.*

F1RC looks better than its predecessor, as these shots show. ▷

F1 RA CHAM

carry on champing



INFO BURST

F1 RACING CHAMPIONSHIP	
FROM:	Ubi Soft
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

April worldwide

ANTICIPATION RATING



The game is lightning fast, and handles splendidly. ▽

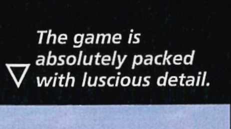
△ *You can leap from car to car during the replays, which is a neat little touch. Top stuff indeed.*



We tried to take the corner a little too tightly, here.



A corner's coming up – best start braking now, eh?



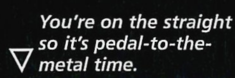
The game is absolutely packed with luscious detail.



Although not quite as good as F1 World Grand Prix's, the first person view is superb and comes complete with convincing juddering.



Plenty of blue cars, here. Luckily there are loads of different teams to choose from.





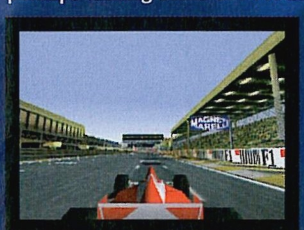
You're on the straight so it's pedal-to-the-metal time.



Blimey. Heavy rain and the vicious corner on Monaco – not a pleasant combination.

CING PIONSHIP

Video System's *F1 World Grand Prix* – and, to a lesser extent, its sequel – arguably reigns supreme as the N64's premier Formula One tyre-squealer. But last year Ubi Soft gave it a darn good run for its money with *Monaco Grand Prix*. Although perhaps lacking some of *F1WGP*'s depth, *Monaco* was far more accessible than its competitors and a superb little racer.



And *F1 Racing* looks set to continue its predecessor's good work. The all-important FOA licence has been updated to include all the teams, tracks and regulations from the 1999 season, and even sports the brand new Sepang track in Malaysia, upping the total course count to 16. *Monaco*'s spot-on analogue control has been further polished and the handling has seen some considerable work. There's now a really noticeable difference between the arcade and simulation modes: in arcade mode cars stick to the track, allowing for far easier cornering.

MASTERY ***The FOA licence has been updated to include all the teams, tracks and regulations from the 1999 season, and even sports the brand new Sepang track in Malaysia.***

An all-new driving mode – essentially a training option – shows you things like where to brake on corners, and an *F1 World Grand Prix*-inspired auto-braking feature has been installed for novice players. A Scenario mode, curiously titled 'Pick Up and Play' has also been added to the Championship and Time Trial modes; it dumps you straight into a certain situation and offers you a choice of objectives – such as preventing an opposing driver from overtaking you for a specified number of laps.

Unfortunately, the multiplayer mode only caters for two players but it still offers plenty of high speed thrills. The arcade-style handling means a close race to the finish without a noticeable drop in detail or frame rates.

We're looking forward to this impressive slice of videogame racing and we'll have a full review in a couple of issues time.



TO BE CONTINUED... Expect a comprehensive review to appear within the pages of **N64**/41.

NINTENDO'S POCKET BATTLESHIP SPEEDS TOWARDS THE UK!



△ A water attack in full flow. Not half bad, we'd say. Better than it looks on the Game Boy!

◁ The mini-games are great fun. This one involves digging a tasty pothole.

◁ Meowth takes a damaging hit. Yikes!

▽ Press the button to harden your Metapod as the rocks fall from the sky.

▽ The photo gallery didn't appear in the Japanese version of the game.

Fed up waiting ages for the hottest Pokémon goodies to arrive from the States? Well in an unexpected reshuffle of the European release dates, *Pokémon Stadium* will arrive over six months ahead of schedule in March. Now *that's* a reason to be cheerful – not least because the transfer pak will appear at the same time, available either bundled with the game or as a separate purchase.

The translation of the weird and wonderful Japanese game is well underway, and as a brand new bonus feature there will be a picture gallery for you to store *Pokémon Snap*-style photos of your favourite monsters from your collection. The main action takes place in the battle arena, and by using the transfer pak you can download the entire contents of your personal Pokédex from whichever

POKÉMON
pikachu vs the world



Monster soaring on the thermal currents of pure wind.

△ Somebody has upset Pikachu. We'll take care of him, Pika. Don't worry about a thing.



◁ A fine selection of worthy monsters to send into battle against the fearsome blonde girl.

Rrrraaaarr! All those who dare to oppose me ▷ will be crushed by the power of my belly.

△ Would you believe that Uri Geller actually tried to sue Nintendo over Kadabra's resemblance to him? No, neither did we. It was a rubbish hoax.



INFO BURST

POKÉMON STADIUM

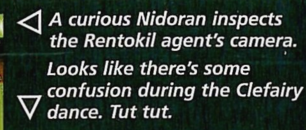
FROM:	Nintendo
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	Yes

WHEN'S IT OUT?

US	UK	Japan
March 6	March 31	Now

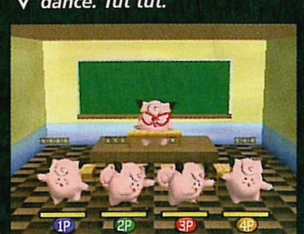
ANTICIPATION RATING





◁ A curious Nidoran inspects the Rentokil agent's camera.

Looks like there's some confusion during the Clefairy dance. Tut tut.





△ Your Pokémon boxes are easy to organise on your N64.

The menu screen, complete with all-new gallery option. ▷



version of the Game Boy game you've been playing. When your monsters are safely stored on the *Pokémon Stadium* cart you can use them in a variety of contests.

VISUALS ***The ability to view all of your monsters as detailed 3D models and watch their spectacular screen-filling attacks makes* Pokémon Stadium *an essential purchase.***

There are tournaments for monsters of the same level, a quest mode versus a series of tough trainers (rather like the Elite Four in the GB version), and a four-player tag team match in which the contestants each bring three Pokémon from their own collection. The fights work in exactly the same way as they do on the Game Boy, with each player taking turns to select an option from their list of four attacks. You can select a time limit if you wish, adding a new strategic element to the battle as both players try to inflict as much damage as possible before the timer runs out.

The ability to view all of your monsters as detailed 3D models and watch their spectacular screen-filling attacks makes *Pokémon Stadium* an essential purchase, particularly if you've got a handful of Pokémon-crazy friends. By connecting several transfer paks you can swap monsters via the N64 and rearrange your boxes with much greater ease than you can by linking two Game Boys. The ability to play your GB cart on the TV screen if you need to collect a certain monster before continuing completes the best Pokémon tie-in so far.

You can also play nine great *Mario Party*-style mini-games against three other players of the computer, including a hilarious hypnosis battle between four Drowzees. As soon as we get our hands on a fully translated version of the game, we'll let you know what else we can find tucked away in the cart.

STADIUM



△ Hello Pikachu! How's the electricity business these days? Excellent.

▽ Surely an intimidating sight for any opponent in the battle arena. Scary stuff.

TO BE CONTINUED... We'll dish more dirt on this top game over the coming months until the review in issue 41.

Dolphin secrets!

Developers reveal juicy titbits about Nintendo's super-console...

With mere moments to go until Nintendo reveal a batch of new Dolphin info, we've received word from developers around the world on just how ground-breaking the new console will be – and uncovered all sorts of juicy titbits on Dolphin's capabilities.

First, though, there's mixed news about release dates. According to a report by tongue-twisting financial experts Morgan Stanley Dean Witter, the Dolphin is likely to be delayed until March 2001. However, Nintendo are predicting that they'll sell up to 2 million Dolphins and 3 million games worldwide by March next year – a feat that would prove physically impossible if the machine wasn't out by this Christmas. We'll find out who's right and who's wrong come the machine's launch – which, interestingly, Morgan and co. predict will be in America *before* Japan.

Whatever the release date, developers are already beavering away on Dolphin games. We've pestered them for their thoughts – and if you thought *you* were excited about Dolphin, wait until you hear the enthusiasm of these witnesses to Nintendo's next generation.

"When Nintendo say Dolphin is everything PlayStation 2 is and more," says Julian Eggebrecht of Factor 5, "That's something you can trust. The machine has so much power – you could spend literally years creating endless numbers of stunning-looking characters in one game." Jay Moon of Retro Studios also confirmed that Dolphin is "a great machine", but wouldn't reveal more – the Non-Disclosure Agreement he and other developers have signed with Nintendo means he has to zip his mouth or risk losing his license to develop for Dolphin.

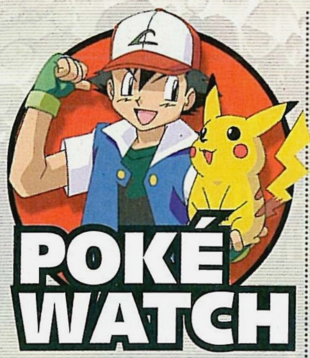
Lef Pardew from Saffire *is* talking. "Because of the power of the Dolphin," he says, "It's not as important to know about the hardware. The visuals that we're developing on high-end PCs won't need 'downgrading', as Dolphin's power is so great." And what games can we expect? "We know there'll be 10 titles at launch, and the games we produce will build on the franchises we've had success with on the N64" – which should mean versions of *Xena* and *Top Gear Rally* for the new console.

Dolphin is already proving a developer favourite. One person we contacted believes that PlayStation 2 is "a pig to program", with serious restrictions that make the visuals less impressive than current coin-ops. "There will be better-looking games on the Dreamcast than Sony's machine," the source claims, which means Dolphin will wipe the floor with *both* of them.

Exciting stuff, then. A major Dolphin announcement was expected just after we sent this issue to the printers – we'll bring you all the news next issue.

△ *We'll hopefully get a glimpse inside this folder next month.*





FIGHT!

Pokémon... can be dangerous.

Two mothers are facing court charges after a Pokémon related scrap at a bus stop in Honesdale, USA. A verbal argument over Pokémon trading cards escalated into merry violence, with one lady striking the other with a full cup of coffee. Hair-pulling ensued, and a third woman steamed in, knocking one of the combatants to the ground. If anyone has video footage, we'll pay hard cash.

RICHACHU 2

Pokémon... sell like hot cakes.

Last year's top five all-formats best-selling games in the US all featured the word Pokémon in their titles. They were, in order: *Blue*, *Red*, *Yellow*, *Pinball* and *Snap*. The addition of *Donkey Kong 64* and *Smash Bros* meant that Nintendo claimed an impressive seven of the top ten games. Now, how about doing some proper marketing over here too? Hmm?

POP-ÉMON

Pokémon... got the funk.

Not content with conquering the gaming world, Pikachu and friends have their eyes firmly fixed on the Billboard pop charts too. The music from the Pokémon movie is lodged firmly at the top of the American soundtrack charts, having notched up zillions of sales. Featuring such nubile lovelies as Britney Spears and Christina Aguilera *and* the theme from the movie, the album is reputed to be 'not entirely unlistenable'. If you fancy checking it out for yourself it's now in the shops over here so take a stroll to your local music emporium.

Dolphin visuals revealed

An eye-goggling glimpse of Dolphin's potential...



You won't often see a Dreamcast game in the pages of N64. But there's a very good reason for Promethean Design's *Picassio* appearing here – the game is on its way to the Dolphin, and these shots of the Sega version offer a tantalising glimpse of what Dolphin games will actually *look* like.

Set in first-person, *Picassio* is an ingenious 'sneak-'em-up' where your aim is to steal prized paintings from art galleries, using a sack full of lock-picking, glass-cutting tricks. Imagine the game as a cross between *GoldenEye* and *Winback*, with guns and grenades replaced with micro-cameras and machines that can generate moving shadows.

But it's the visuals that impress the most, with the hero scaling gallery walls and stalking dimly-lit corridors in staggeringly high resolution, and the detail in the characters' faces bringing them closer to real-life than we ever thought possible. Multiple lights play on the walls, infrared beams dance around rooms – and, incredibly, thanks to the Dolphin's world-beating graphical power, its version of *Picassio* should look *even better*.

It'll be a month or two before we see actual Dolphin screenshots – and, when we do, expect Nintendo to blow everyone away with the most detailed visuals yet seen. In the meantime, though, feast your eyes on these work-in-progress *Picassio* screens for a mouth-watering taster of what to expect.



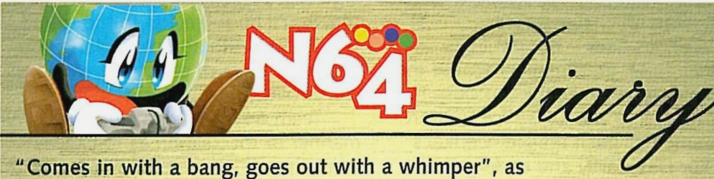
They're very early, but these shots demonstrate Dolphin's potential.

DOLPHIN SPEAK!

The third in our monthly guide to overly complicated Dolphin jargon...

No.3: ArtX

You've probably seen the name ArtX mentioned in many articles about Dolphin before, but who or what is it? Well ArtX is a new graphics chip company based in Palo Alto, California, founded by a group of former Silicon Graphics employees. Before they had even produced a single product, Nintendo signed them up to design the graphics hardware that will power the Dolphin – largely on the strength of the successful partnership with Silicon Graphics which resulted in the N64. To dispel any doubts that a fledgling company wouldn't be able to come up with the goods for such an important project as Dolphin, ArtX's silicon wizards have produced an impressive graphics chip (codenamed Aladdin) for budget PCs which generates 12.5 million polygons per second (the N64 manages around 150,000). Dolphin's chip will be considerably more powerful.



N64 Diary

"Comes in with a bang, goes out with a whimper", as somebody once said. But inbetween banging and whimpering, March has some dates you should be aware of. The **N64** Diary is here to tell all.

JES'S BIRTHDAY
March 5th
Yup, the shiny-headed funster reaches the grand old age of 27 today. All presents gratefully received.

POKÉMON STADIUM
March 31st
Coming with the transfer pak *Pokémon Stadium* hits the stores today. Now you too can watch a 3D Pika whup Squirtle's "ass". As Martin says.

RIDGE RACER 64
March 10th
The N64 conversion of the popular PlayStation series of games is finally out on PAL. Watch out for our review next month.

N64/40 ON SALE
March 17th
The latest issue of **N64** Magazine hits the shelves today. Expect tip-top reviews, the latest news and the best tips. Perhaps.

TOP GEAR RALLY 2
March 17th
Kemco's superb rally game is out today. And it's berr-illiant, as the yokels around these parts say. Including Tim.

TOP GEAR HYPERBIKE
March 17th
Kemco's companion to *TGR2* should be out today. Either way we'll have the best review in the next issue of **N64** Magazine. Yayuh!

REMEMBER THE ADDRESS!
N64 Magazine, 30 Monmouth Street, Bath BA1 6BN

GO! GO!





HOW MANY???

Pokémon... is bigger than ever in Japan.

Despite a few production hiccups caused by the Taiwan earthquake, *Pokémon Gold* and *Silver* have both sold by the truckload in Nintendo's native land. The most recent estimates suggest that a combined total of well over 5 million carts have been shifted, making it a huge success. Even with more than 11 million owners of the older games, the Japanese are still hungry for Pokémon titles.

POKÉMOM

Pokémon... can bring fame and fortune.

After a long and fairly sickly essay-writing competition involving 16,000 contestants, Diane Bergquist has been declared Ultimate PokéMom by the official Pokémon World Internet site. Thanks to her unsettling devotion to the furry cuties, she won a VIP Pokémon Beetle trip around New York and a $1000 shopping spree. You can read her story at www.pokemon.com.

There's more

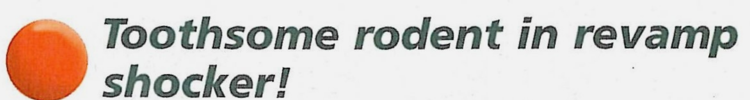


on page 14





Conker returns!



Originally slated for release sometime last year, *Twelve Tales: Conker 64* did a disappearing act and vanished from sight. The only thing we knew about it was that it starred an insufferably cute squirrel and was apparently going to feature some kind of emotional response system, wherein facial features would change depending on circumstance.

Well, it's back – but not in its original guise. Presumably because the original brief was slightly too close to *Banjo-Kazooie* and *DK64* for comfort, the game has been retitled 'Conker's Bad Fur Day' (arf!) and undergone a complete re-fit and overhaul.

And we mean complete. As Rare themselves warn on the new part of their website dedicated to the game (www.rareware.com), the new Conker might not be what you were expecting. The most recent picture of the rosy-cheeked squirrel shows him with a particularly miffed look on his face, and, if you click on the Conker logo that's recently appeared on Rare's site, you'll be subjected to the sound of a Deep South accent insulting you with a plethora of shocking swear words (albeit bleeped-out ones).

Team **64** have been indulging in all manner of speculation as to exactly what this means. Are Rare prepared to 'sell out' with Bad Fur Day, filling the game with effing and blinding and appealing to the legions of South Park fans? Or is the sweary ranting Texan and the construction noise that accompanies him simply a comedic way of explaining that the site isn't finished yet?

!@??!*-*!

RAREWARE

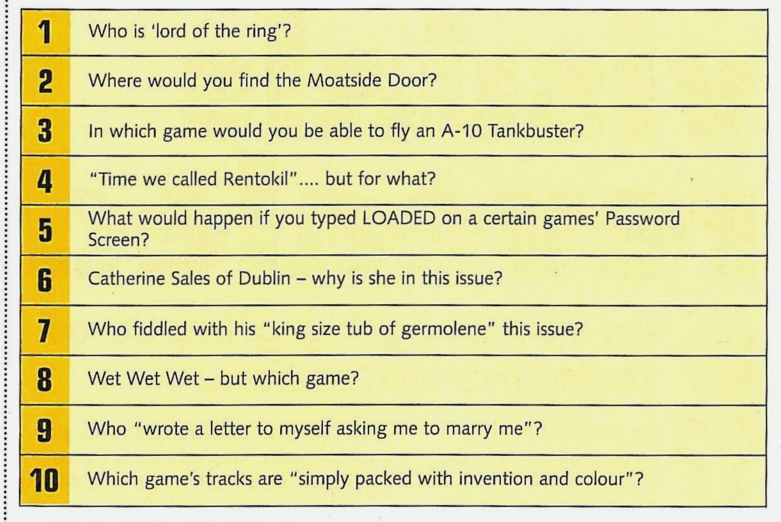
Whatever the case, we're no nearer to finding out what kind of game *Conker's Bad Fur Day* has turned into. Suggestions include a *Sonic Adventure*-style speedfest or some kind of woodland creature first-person shoot-'em-up. One things for sure, though – it's bound to be great, and we've been told to expect some 'important and exciting news' about *Conker* very soon. All will (hopefully) be revealed next month...

The N64 Magazine Quiz

WIN!! £50!!

Roll on up for fifty quid's worth of questions...

With fifty pounds you could treat yourself to that game you always wanted, or five CDs, or a *really* big pile of sweets. We'd force Mark to get some new trainers, as his old ones are a bit scabby, but that's by-the-by. But you could get yourself anything you fancy – and, as it happens, you can win fifty pounds right here, courtesy of us, because we're lovely. Aaah.



1	Who is 'lord of the ring'?
2	Where would you find the Moatside Door?
3	In which game would you be able to fly an A-10 Tankbuster?
4	"Time we called Rentokil".... but for what?
5	What would happen if you typed LOADED on a certain games' Password Screen?
6	Catherine Sales of Dublin – why is she in this issue?
7	Who fiddled with his "king size tub of germolene" this issue?
8	Wet Wet Wet – but which game?
9	Who "wrote a letter to myself asking me to marry me"?
10	Which game's tracks are "simply packed with invention and colour"?

HOW TO ENTER

It's easier than falling asleep when Andrea's going on about her holidays! Send the form to:

Good Golly Quiz Folly: Ides of March, N64 Magazine, 30 Monmouth St, Bath, BA1 2BW

1. The closing date is 21st march.
2. Employees of Future Publishing, can't do it.
3. The winner will be chosen by Michael Winner in his weekly column Winners Dinners. Possibly.
4. The Editor's decision which will probably include the phrase "Doooon't you talk to me like that", will be final.
5. Re-re-wind, when the crowd say "bo!", selecta.

Last month's winner was:

Ian Shanks from Basingstoke

The N64 Quiz *My answers are as follows:*

1. ______________ 6. ______________
2. ______________ 7. ______________
3. ______________ 8. ______________
4. ______________ 9. ______________
5. ______________ 10. ______________

Good, no? Oh, and you'll probably be wanting this too...

Name ______________ *Address* ______________

____

Postcode ______________ N64/39

NEW GOODS

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EVOLUTION CONTROLLER

Gamester • £29.99 • 01992 503133

If we could offer one piece of advice to anyone wanting to make a new controller, it would be: keep it simple. This offering is the latest in a long line of novelty controllers, and fails like the rest. The hand-held part contains a D-pad, triggers and the usual buttons, but the other component straps to your hand, and, using some newfangled technical flapdoodlery, recreates analogue movement (such as looking via the analogue stick in *GoldenEye*). Unfortunately, it's nigh-on impossible to calibrate the thing successfully, meaning you'll veer all over the shop and get seasick into the bargain. Yuck.

53%

PIKA-IN-A-CUP

Project K • £4.99 • 0181 5081328

Very odd. More imported Japanese weirdness but it's quite charming in a doesn't-make-sense kind of way. The packaging proudly proclaims "Round! Round!" and that's what the little fella does when you've wound him up: scoots round and round. On a teacup, naturally. It's another fine example of some prime Jap tat and shows just how much Nintendo are milking our little yellow chum for all he's worth.

72%

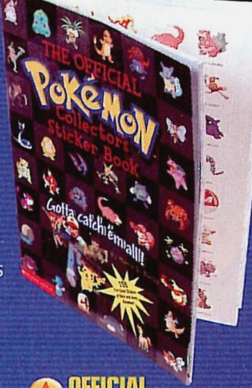


POKÉMON BEANIES

Wicked Ware • £5.99 • 01993 844885

And so the second wave of plush Pokémon beanies hits our shores. And maybe it's just us, but we don't like these quite as much as the original batch. They're still good, but Pikachu, Evee, Snorlax and the rest were a bit better realised than these three fellows, and a whole lot cuter. Gengar is quite nice and huggable, despite the rubbishly-painted eyes and teeth, but Raichu reminds us slightly of a camel and Mewtwo has some kind of neck ruff that makes him look like an Elizabethan fop. Albeit a cloned one with psychic powers.

80%





OFFICIAL POKÉMON COLLECTOR'S STICKER BOOK

Scholastic • £3.99 • available from all good bookshops

This is an excellent tie-in with *Pokémon Red* and *Blue*. Containing stickers of every single Pokémon – apart, naturally, from 151st rarity Mew – all in lovely full colour. The rest of the book is made up of entries for every Pokémon (on which you place your sticker when that Pokémon is captured) including space for stacks of info, such as nicknames, date of capture, what Pokémon that particular Pokémon has beaten, and so on. A great, at-a-glance Pokémon diary, then. Great stuff.

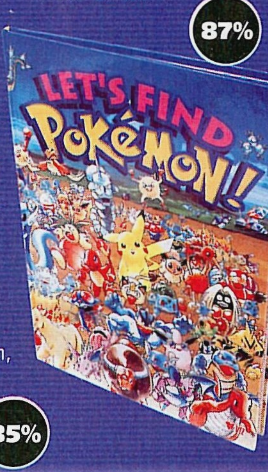
85%

LET'S FIND POKÉMON!

www.amazon.com • $11.95

Remember those 'Where's Wally' books where you had to find the titular Wally in amongst millions of people? Well, this book runs along the same lines, except that you have to find certain Pokémon. It's a slim book, but it's packed with entertainingly crammed dioramas featuring every single Pokémon. The book sets mostly simple challenges, but a fair few hard ones, too – such as finding Mew who appears only once throughout the whole book. And certain Pokémon appearing in every picture tell a story when you link them all together. Very nice – and all-in-all an entertaining novelty for the younger Poke-fanatic.

87%





CONTROLLER PLUS 64 SPECIAL EDITION

Joytech • £19.99 • 0181 960 8606

On the face of it, this is tremendous value. A controller – complete with Slow and Turbo functions – along with a combined jolt/memory pak and a good quality scart lead, which is superb if you own a telly with a scart socket. However, in reality, this isn't something we'd advise you to spend your money on, as the pad itself is a thing of rubbish. The analogue stick is stiff and unresponsive and features a twizzly top like so many other sub-standard third party pads. And the garish silver coating isn't too pleasant either. One nameless member of Team **64** picked up the pad and proclaimed that it "felt like pure evil", which is a bit harsh, but actually quite close to the truth.

62%

WIN!
POKÉMON BEANIES

Ah, Pokémon. We thought we'd be sick of them by now, but they're as loveable as ever, the little scamps. And we've got three furry and cuddly Pokémon beanies to give away, to one lucky reader. Simply answer the simple question below and Gengar, Raichu and Mewtwo can be yours forever. Ace.

Which Pokémon, much like Mr Kitts, likes to sleep all day?

Answers on the back of a postcard to:
Jackasnorey Compo, N64 Magazine,
30 Monmouth Street, Bath, BA1 2BW
To reach us no later than 21st March.







UNSTOPPABLE

Pokémon... take over the world.

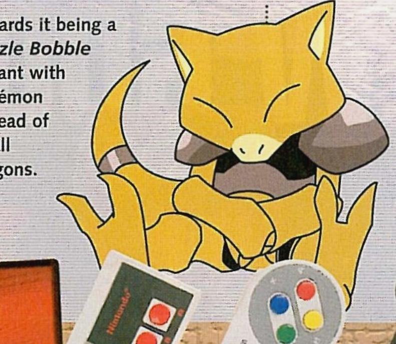
If you think Nintendo's UK marketing, courtesy of THE Games, is terrible, you should live in Norway. Despite absolutely *no* marketing, though, Pokémon is currently taking the country by storm, with the games, toys, cards and Pokémon Pikachu virtual pets (retailing at an expensive $40) currently flying off the shelves. Pokémon strike again!



NEW GAMES!

Pokémon... just keep on coming.

America will be getting a whole new Pokémon Game Boy game this summer, with a PAL release hopefully not too far behind. The game's called *Pokémon Attack*, and promises to be a puzzle game of sorts. Early rumours point towards it being a *Puzzle Bobble* variant with Pokémon instead of small dragons.



RETROWORLD

Titles that've stood the test of time.



GRADIUS

NES • 1987

Scrolling shooters are currently enjoying something of a renaissance, with the Game Boy playing host to the superb *R-Type DX*, and Treasure's *Bangaio* glued to Wil's N64 (see the review in **N64**/36). They both owe their existence to this classic Konami blaster, better known over here as *Nemesis*.

Until *Gradius*, shoot-'em-ups scattered their power-ups around each level, giving you a simple option: pick them up, or don't. Konami, though, listed the various power-ups at the bottom of the screen (2x fire, shield, floating orb, and the infamous '?'), let destroyed enemies drop 'cash', and allowed you to buy power-ups at any time.



Subsequently, the decision was yours whether to save your money for the meatier weapons, or fritter it away on less powerful goodies.

Gradius was also the first game to feature helpful 'options', which floated around your ship and added their own firepower to yours – the inspiration for *R-Type's* detachable 'Force' orb. The options allowed *Gradius* a slightly tactical turn: prior to each mission, it was necessary to choose the formation your hovering buddies would take, which could often make the difference between success and failure.

Areas where *Gradius didn't* innovate included: the swarms of skittering alien ships trying their best to knock you from the sky, the appearance of awesome, screen-filling end-of-level baddies, and sections where tight control of your ship was as important as a fast trigger finger.

As well as numerous imitators and clones, Konami's game spawned countless sequels, including *Gradius III* on the SNES and the 3D-esque *Gradius Solar Assault* in the arcades. The NES original looks basic by comparison, but as the granddaddy of games like *Lylat Wars*, it's worth tracking down.

DONKEY KONG JR

Arcade • 1982

Famous as the only game in Nintendo history where Mario was the bad guy, *Donkey Kong Jr* was what Shigeru Miyamoto did next after the staggering success of the girder-climbing original.

To his credit, Shigsy chose not to slap out a quick variation on *Donkey Kong* and wait for the big bucks to come rolling in once again. With Kong locked up in a cage by evil Mario, you played the big ape's baby son, with a mission to collect the keys that would free your daddy. There were no girders this time – just levels full of vines and ropes for the monkey child to shimmy up.

Although the four separate screens demonstrated Nintendo's level designing skills at their best, much of *Donkey Kong Jr's* appeal lay in the expression on DK Jr's little face. With his big eyes and giant frown, he looked on the verge of tears, and the bemused look he gave when Mario dragged his dad off to a new level was priceless.

In practice, it was usually you crying the tears during the game. Just like its prequel, *DK Jr* was unforgiveably tricky, and the assorted birds, clockwork teeth and other bad guys conspired to finish off all your lives within seconds.



That's if you were playing fairly – a trick was discovered soon after the game's release which gave unscrupulous gamers infinite lives for their 10p piece.

Of course, the Kongs are all grown up now. Daddy Kong is cooking up potions as Cranky Kong, and Kong Jr has matured into the full-grown Donkey Kong. See them in modern-day 3D in Rare's *DK64*.

MARK GREEN

Top 5 GB Retro Updates

The Game Boy versions of classic games that we're most looking forward to...

1	GHOSTS 'N' GOBLINS Capcom • Feb	*A pre-Resident Evil zombie-filled coin-op from Capcom, squeezed into the Game Boy.*
2	MICRO MACHINES Twin Turbo Codemasters • March	*A brilliant return to Micro Machines' simplistic top-down origins on the NES.*
3	METAL GEAR Ghost Babel Konami • TBC	*Solid Snake tiptoes his way onto the Game Boy in a NES-style* Metal Gear *adventure.*
4	BIONIC COMMANDO Elite Forces Capcom • March	*Imagine a whole game based around Link's hookshot – that's* Bionic Commando.
5	BUBBLE BOBBLE CLASSIC Taito • TBA	*A scrolling interpretation of Bub & Bob's original bubble-popping platformer.*



WIN! Colour N64 and game of your choice!

MILLENNIUM READERS AWARDS

Vote for your favourite N64 game of the millennium!

Cast your mind back 12 months and you might recall the astonishingly good *Legend of Zelda* topping 1999's **N64** Reader Awards write-in. But it was a battle to the last with the brilliant *Banjo-Kazooie* and *Turok 2*, and this year's special millennium event promises to be even more of a scrap – especially as you can now vote for your top N64 game of all-time!

Yup, in a two-in-one spectacular, you'll now be able to vote for the best game of the year (that's for the May 1999-May 2000 period which takes in such classics as *Shadowman*, *Jet Force Gemini* and *Donkey Kong 64*) *and* – for the very first time – vote for what you think is the best game on the N64 *ever*. That's *ever*, mind, so we're talking about *Mario*, *GoldenEye* and *Zelda*, here, plus a host of others including *Mario Kart* and *Lylat Wars*.

All you need to do is fill out both sides of the form below, scribbling in your top five N64 games of the past year and then, even more excitingly, your top five games of the millennium. Just remember your top five games of the year have to be from the period starting May 1999 (that's **N64**/28 onwards), so the likes of *Zelda* don't apply here. However, they *do* apply for the millennium list – in fact *any* N64 game you care to mention does!



Yup, just so you've got an extra reason to drop your forms into the post, we've gone and got a limited edition colour N64 into the office to give away to one lucky reader. It's yours – plus a game of your choice – if your form ends up being the first plucked out of the bag. Handy!

cut out and send

N64 MAGAZINE MILLENNIUM READERS AWARDS

	My five favourite N64 games of the year were...	My five favourite N64 games of all time are...
Best game		
2nd		
3rd		
4th		
5th		

My name is:

....

and I live at:

....

....

....

Send to: Reader Awards, **N64** Magazine, 30 Monmouth Street, Bath, BA1 2BW. If you don't want to cut up your magazine, send in a photocopy instead.



NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS

Turok 3 Shadow of Oblivion

The 'Rok returns – in style!



△ How about this? A Perfect Dark-like hovercar.

Nice shot! Expect loads of gory deaths. ▽

▽ A non-lawyer-baiting version of ED 209 from Robocop.

△ There'll be a wider variety of levels in T3, including this industrial hole.

Hovercar man – who has plainly soiled himself – leads you away. ▷

△ Shocking fogging. Let's hope this is improved upon a bit.

Q & A

Why 'Oblivion'? *He's the villain in Turok 3, as hinted at the end of Turok 2.*



I see. Don't seem to be many dinosaurs... *Well, the games only at an early stage but you will see some more prehistoric environments and creatures, mixed up with modern locations – such as the city you can see in these shots, wherein you take part in a SWAT team assault on a monster-held building.*

Aces. Anything else? *Yup, there are three different characters to play as this time. See Mark's voice-acting feature on page 116 for more information.*

INFO BURST

TUROK 3: OBLIVION	
FROM:	Acclaim
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?
October worldwide

ANTICIPATION RATING ●●●●●

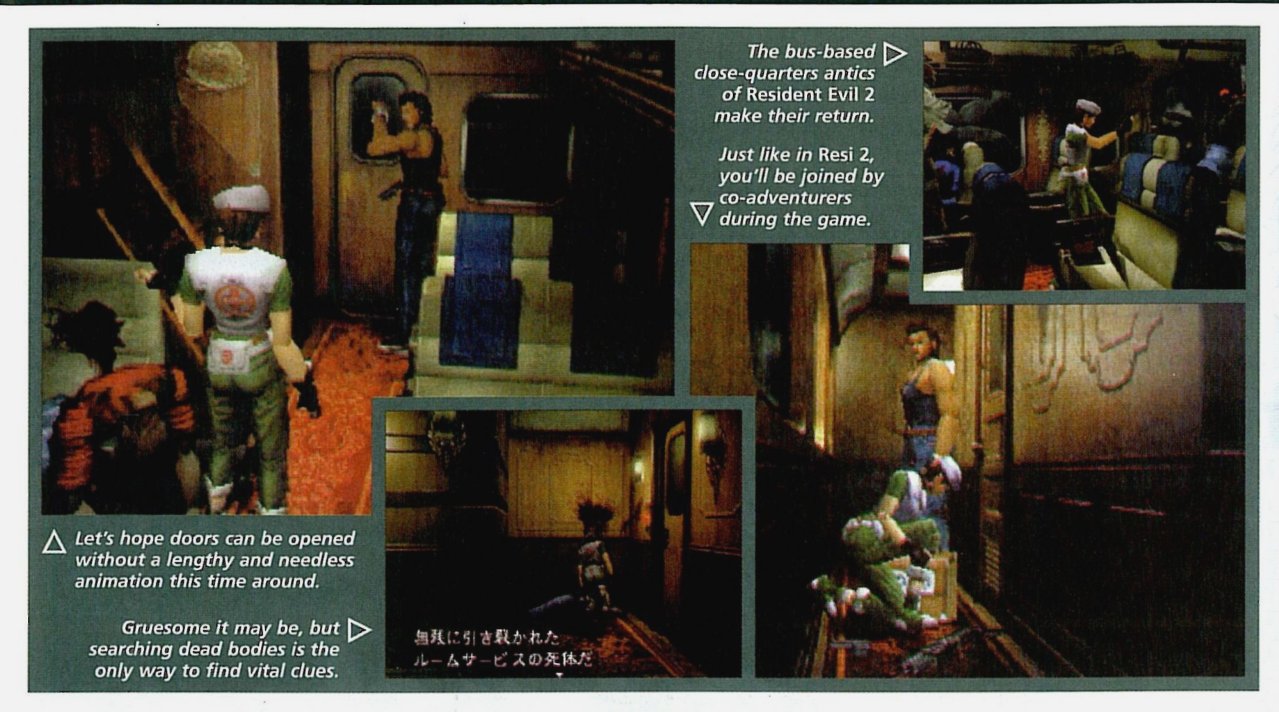
Blimey. Look at this! The *very first* shots – anywhere – of *Turok 3*, the latest blockbuster from Acclaim. And after the brave, and successful, multiplayer-based experiment that was *Rage Wars*, it's back to a more traditional offering for *The Shadow of Oblivion.*

You can still expect plenty of multiplayer options – there's going to be around 41 multiplayer arenas! – but this true sequel to the million-selling *Turok 2* will concentrate on offering an epic quest for the single-player, taking in all the criticisms levelled at *Turok 2*.

In particular, there'll be more save points and smaller levels; getting lost within *Turok 2*'s vast levels happened all too frequently – specifically on level four – and it proved to be very frustrating. As you'd expect, there'll also be a whole host of new and ludicrously violent weapons – around 25, we here – and the game should feature an improved version of *Rage Wars*' nigh-on perfect control system. So, plenty to look forward to.

Although the games projected October release date is still a way off, we're expecting great things from this. More next month. 





The bus-based close-quarters antics of Resident Evil 2 make their return.

Just like in Resi 2, you'll be joined by co-adventurers during the game.

Let's hope doors can be opened without a lengthy and needless animation this time around.

Gruesome it may be, but searching dead bodies is the only way to find vital clues.

Resident Evil Zero

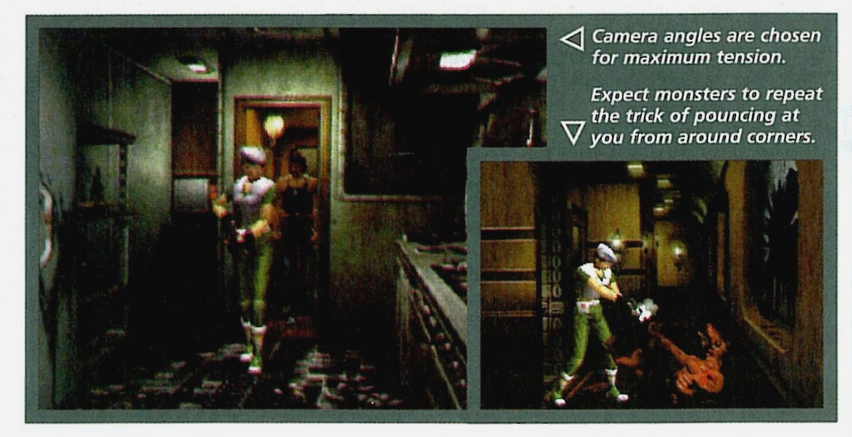
First screens of Capcom's new N64 Resident Evil game!

Along with the equally mysterious *Metroid 64*, *Resident Evil Zero* has been one of gaming's favourite rumours over the past couple of years. But, in a low-key unveiling, Capcom finally confirmed that their much-hoped-for N64-only *Resident Evil* game is definitely in development – something borne out by the unveiling of seven lip-trembling new screenshots.

Zero, a prequel to the first *Resident Evil* game, hasn't yet been confirmed for release in the West, but with the storming success of *Resident Evil 2* on the N64, and the pull of the massively lucrative US market, it surely can't be long before Capcom start talking about a translation.

Gameplay details are still thin on the ground, and a release date in Japan hasn't even been pencilled in, but reports suggest that *Zero*'s a fair way along the development cycle. And, because of the story-linking between this and the first *Resident Evil*, we're still hopeful that Nintendo and conversion house Angel might pull an N64 version of *Resident Evil* out of the bag. Then gamers could play through *Zero* and see how the story progresses through to *Resident Evil*.

Don't hold your breath, though…



Camera angles are chosen for maximum tension.

Expect monsters to repeat the trick of pouncing at you from around corners.

Q & A

So, a prequel, then?
Yup. Apparently Zero will answer all the questions that were posed to PlayStation owners in the first Resident Evil*.*



Like?
Like what happened to the S.T.A.R.S team that was sent to the mansion in the first game and who exactly the Umbrella Corporation are. Of course, if you haven't played the first Resident Evil*, the events in Zero might not be quite so exciting. Still, can't argue with an N64-only* Resident Evil *game.*

And there'll be blood…
Oh, yes. Tonnes of the stuff. To placate Nintendo, there'll be the option to change the colour or switch it off completely. But with gore set to 'High' and blood colour to 'Red', there'll be plenty of haemoglobin in the house.

And weapons a-plenty?
Naturally. The usual assortment of pistols and shotguns will be on hand and the ever-popular flamethrower will make its firey return. There'll also be one or two juicy new weapons. Lovely.



INFO BURST

RESIDENT EVIL ZERO	
FROM:	Capcom
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
TBA	TBA	Autumn

ANTICIPATION RATING





Q & A

Why the delay between the Jap and English releases?
Probably because we're getting Perfect Dark, which the Japanese couldn't care less about. You rarely see more than one blockbuster title from Nintendo in any six month period, so maybe the marketing bods are stretching things out a bit until Dolphin arrives.

Can I play the Jap version?
There's nothing to stop you, but you'll miss out on the lovingly created plot details. Hardcore Zelda fans won't care too much about that though. Finishing a Jap Zelda game is the mark of a true gaming nut.



Zelda Mask of Mujula

Link's epic adventure unmasked.

Nintendo's big in-house project for 2000 now has a slightly more Westernised name. *Mask of Mujula* replaces the previous title *Gaiden* (meaning 'side story') and the game looks on course to make its projected release date in Japan, at around the same time gamers in Europe and the US are feasting on *Perfect Dark*.

We'll have to wait a while longer before we see an English translation of the latest instalment in the *Zelda* saga, since it isn't due out over here until Christmas, but it looks as if Link's quest to save Hyrule from an apocalyptic encounter with the Moon will be well worth waiting for. Check out last month's Special Investigation for an in-depth look at the gameplay and plot details. For now, feast your eyes on these new expansion pak-enhanced screenshots. Looking sweet, isn't it?

INFO BURST

ZELDA: MASK OF MUJULA	
FROM:	Nintendo
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Christmas		April

ANTICIPATION RATING: 5/5

In Zora guise, Link needs to race through these red-and-white polos.



The karate's impressive, the waterfall is staggering.

One of the new bosses, in glorious technicolour.

Will Kirby 'kick ass' like he did in *Super Smash Bros*?
Not quite, although he is a force to be reckoned with when he opens that cavernous mouth and starts hoovering up baddies, left, right and centre. The little pink blob will eat pretty much anything.



And what happens to Kirby when he swallows these creatures?
Well he might just get a handy new ability out of their nutritious bodies. Kirby's power meter allows him limited use of special moves such as morphing into a spiky pink thing, a large refrigerator or a whacking great slab of granite rock! The Kirbster doesn't just rule. He owns.

Kirby 64

Fresh shots of our bubblegum hero.

We can't wait to get our hands on Kirby's first proper N64 game. The cute pink marshmallow last entertained us in *Super Smash Bros*, where he proved to be pretty handy with his stubby fists, and if you flip forward to page 30, you'll find a retro review of one of his finest moments, *Kirby's Dream Land* on the Game Boy.

Kirby 64 is a similar sort of game, featuring 2D platform action and a superb 3D camera that moves around to offer panoramic views of PuPuPu Land and its colourful inhabitants. Kirby uses his enormous mouth to slurp up enemies, either spitting them out as projectile weapons or swallowing them whole to absorb any special abilities they may be carrying. We should have a finished copy in a couple of months, which is when we'll bring you a review in Import Arena.

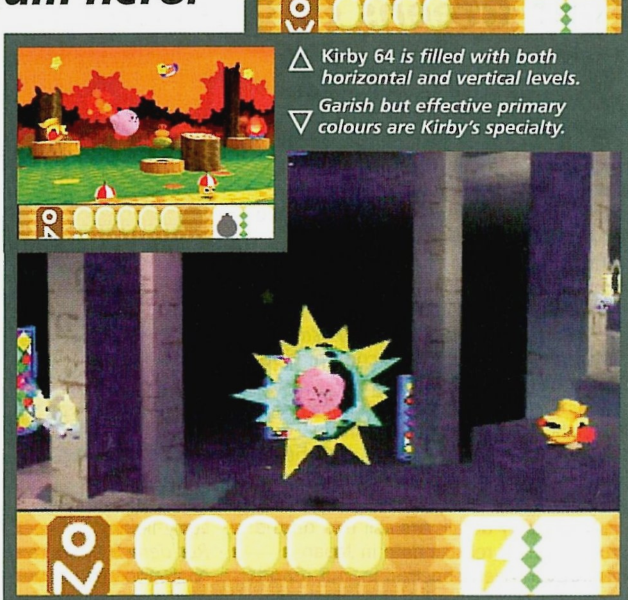
INFO BURST

KIRBY 64	
FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Summer		Spring

ANTICIPATION RATING: 5/5



Kirby 64 is filled with both horizontal and vertical levels.

Garish but effective primary colours are Kirby's specialty.



△ The multiplayer is superb – grab the nuclear bomb and you can obliterate any tank within a five mile radius.

Battle Tanx
Global Assault

3DO unleash their multiplayer madness...

Despite the original *Battletanx* unfortunately never gaining a PAL release, 3DO have seen fit to unleash the sequel on an unsuspecting British public. And, having sat down with the game, it looks like we're all in for a bit of a treat.

The single-player game is an enjoyable string of battles linked by a storyline and evolving mission objectives but, of course, the meat of *Global Assault* lies in the multiplayer. It's tremendous fun, incorporating huge levels based on various cities (our favourite has got to be London) and a wide selection of amusingly destructive weaponry. With four people playing, the game still runs smoothly and there's no slow-down, making for some superbly enjoyable battles.

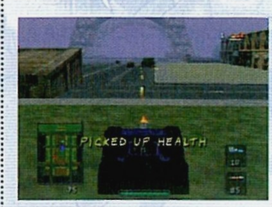
So, whilst we're a little worried about the longevity of the single-player game, the multiplayer gets a hefty thumbs-up. After all, any game that's been able, however momentarily, to drag us away from the likes of *GoldenEye*, *Mario Kart* and *Super Smash Bros* has got to be worth looking forward to. Expect to see a full review of *Global Assault* in the very next issue. We can't wait.



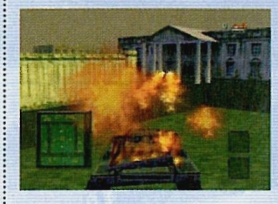
△ Fear not – the fogging in the distance is there purely for effect.

Q & A

Sounds fun. Tell me more about the weapons.
Well, there are remote gun turrets that can be dropped, mines that shoot laser-assisted rockets into the air and, best of all, a manually-controlled guided missile, which is brilliant.



And what about the tanks?
There are 12 of them altogether and all come with differing abilities, from huge howitzer-assisted behemoths to small half-tracks that can strafe. There's even one equipped with a flamethrower which is absolutely fantastic.



Is there anything else?
Well, you can join different gangs, each of which has access to certain tanks and weaponry – when you get killed, you have the chance to re-enter the action in a different tank, picked from a pool of vehicles available. It's a great system.



INFO BURST

BATTLETANX GLOBAL ASSAULT

FROM:	3DO
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Now	March	TBA

ANTICIPATION RATING









Q & A

Another rally game? It's not as if we're short of them.
True, what with V-Rally, Top Gear Rally *and the upcoming* Top Gear Rally 2. *But* Rally Championship *features officially licensed cars which are bound to appeal to racing fans who'll be able to belt around in anything from a rather ordinary Skoda Octavia to the more sporty Subaru Impreza.*



Impressive!
Yep. And players will also be able to customise their cars, adjusting things like tyres, spoilers and suspension to change the way the vehicle handles. They can then test the improvements they've made in the practice mode.

Rally Championship 64

The sequel to Multi-Racing Championship!

Waaaay back in N64/5 we reviewed *Multi-Racing Championship*, the N64's very first rally game. Two-and-a-half years later developers Genki are back, and determined to put right everything that was wrong with their first racer in *Rally Championship*, the unofficial sequel. And it all seems to be coming together nicely.

There'll be nine tracks in *Rally Championship*, and they'll all come with differing weather effects which change as you progress through the game. A plethora of special effects will add to the off-road action: dry tracks will see you kicking up clouds of dust, wet tracks will be accompanied by the spraying of mud, and puffs of snow and slush will be spread over the more wintry levels. Different times of day also come into effect and the headlight-assisted night-driving is looking particularly sweet.

Throw in a selection of real, officially licensed cars *and* a four-player mode and we're certainly looking forward to this. Fingers definitely crossed, then.



INFO BURST

RALLY CHAMPIONSHIP 64	
FROM:	Genki
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Easter 2000		TBA

ANTICIPATION RATING: 4/5



Genki have dug deep into their pockets and paid for a horde of officially licensed cars.

With nine cars on the track, fighting your way to the front will be anything but easy.



Players one and two stop off mid-race for coffee and sandwiches.

A typical platformer, then?
Pretty much. Four 3D worlds to explore, taking in environments such as sewers, church graveyards, forests and prisons.

Any innovations?
Just one so far: Elwood can use his trademark black hat as a weapon, chucking it towards enemies for a long-distance kill.

Why the dancing?
Blues Brothers' musical puzzles appear to work in a similar way to those in Ocarina of Time. Expect Rhythm & Blues rather than ocarina-based music, though.

What R&B cuts can we expect?
Tunes such as Sam & Dave's 'Soul Man'.

Eh?
You know: 'Souuuul Maa-aan. Do-do-do, de-do-do do-do.'

Do-do-do?
Er, yep.

Blues Brothers 2000

Looking so bright, we gotta wear shades.

It's hardly the greatest film license in the world – as a movie sequel, Blues Brothers 2000 is right up there with Ghostbusters II. But, with Titus having worked a little bit of magic with a duff license in Xena: Warrior Princess, maybe the game of *Blues Brothers 2000* will surprise us.

It's a very *Banjo*-esque 3D platformer, with you taking the role of the movie's hero, Elwood Blues, as he collects money lying around the 25 levels, bops spiders and skeletons, and argues with squat Italian bridgekeepers. Interestingly – and in keeping with the Blues Brothers theme – you'll need to prove your dancing and singing skills to get past certain points.

There promises to be a generous sharing of puzzles and screen-filling bosses to keep things ticking along, and the game boasts a soundtrack licensed from the film, featuring full-length versions of several R&B classics. So, here's hoping *Blues Brothers 2000* turns out to be a *GoldenEye* of a film-licensed game, rather than a *Mission: Impossible*.



INFO BURST

BLUES BROTHERS 2000	
FROM:	Titus
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
March	May	TBA

ANTICIPATION RATING: 3/5

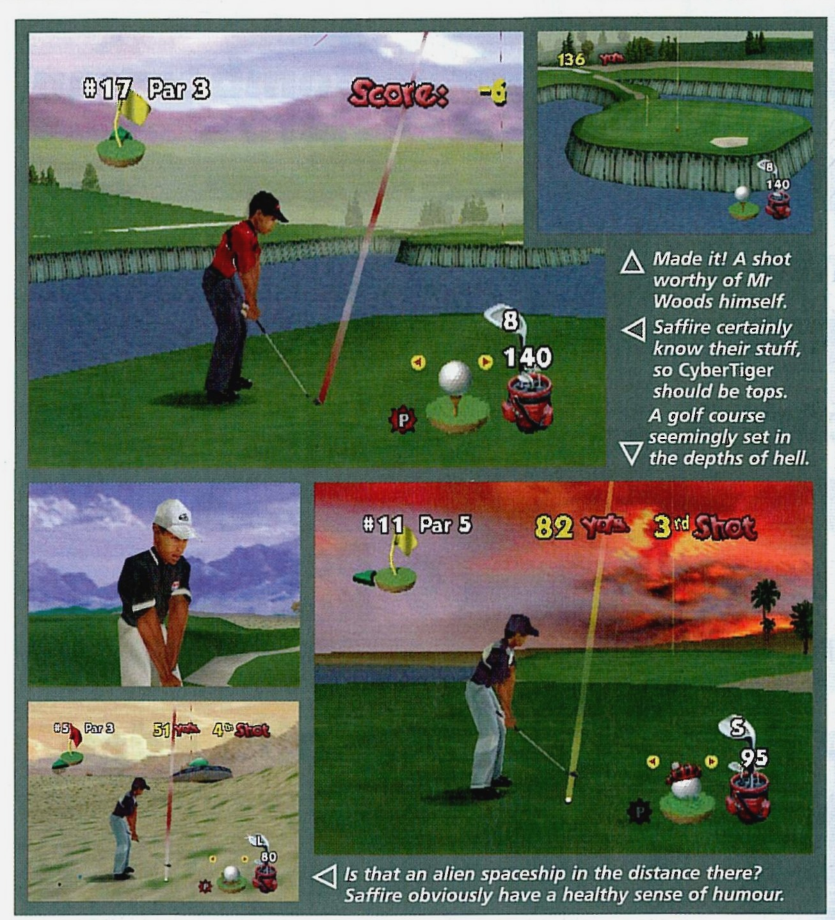
There are both night and day levels, a bit like in DK64.

To pass the bridgekeeper, just face the music and dance.

Getting jiggy with it in order to finish off a boss.

Pretty. It's looking better than the movie already.

NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS



△ Made it! A shot worthy of Mr Woods himself.

◁ Saffire certainly know their stuff, so CyberTiger should be tops.

A golf course seemingly set in ▽ the depths of hell.

◁ Is that an alien spaceship in the distance there? Saffire obviously have a healthy sense of humour.

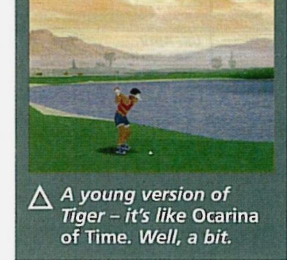
CyberTiger Woods Golf

Grrrrr! Tiger takes on the might of Mario...

In the world of N64 golf games, *Mario Golf* ranks as far and away the best. Which is why EA – previously responsible for the world's most accurate, and dull, 'club' sims – have turned their lucrative Tiger Woods license into something altogether more interesting.

Taking its cue from Nintendo's fantastically entertaining golf game, *CyberTiger* throws four of the world's most famous courses and probably its most famous golfer into a cartoony land filled with lollipop trees and Tom and Jerry sound effects. The result is a game pretty similar to *Mario Golf*, which was itself a cunning mix of the outlandish and realistic.

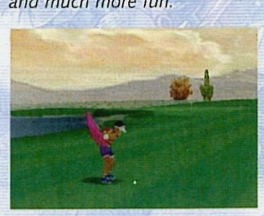
Quite whether it can *compete* with *Mario Golf* – a game, let's face it, that made golf seem like the most entertaining sport on Earth – is another matter, but the switch from the real-life boredom of the PGA games is at least a firm step in the right direction. We'll find out how good *CyberTiger* is in a couple of months time, when review copies turn up at **N64**...



△ A young version of Tiger – it's like Ocarina of Time. Well, a bit.

Q & A

It's like *Mario Golf*, but is it as good?
Difficult to tell from the early-ish version we got to look at, but, well, probably not. It is, however, a vast improvement on previous EA golf games – and much more fun.



Why?
Well, there's a wealth of hidden characters and courses, as well as trick shots and power-up's. There's also a Player Editor, where you can create an army of freaks to take out onto the fairways, and a one-button novice mode where you can pull off 300 yard drives without the bother of a swing meter. And it's all being done by the ultra-reliable Saffire.



And who are they?
The team of people responsible for the technically brilliant and hugely accomplished Rainbow Six *and* Top Gear Rally 2*. CyberTiger should definitely be worth waiting for, we reckon.*

INFO BURST

CYBERTIGER WOODS GOLF	
FROM:	EA
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
March	March	TBA

ANTICIPATION RATING

AN EAR TO THE GROUND

Good news! After realising it's a top piece of sub-*GoldenEye* stealth action, Virgin have signed up Koei's excellent *WinBack*, and are looking to release it around May time. The game requires little localisation, as the US version has been out since before Chrimbo.

Factor 5, the talented German folk behind *Rogue Squadron*, told **N64** this month that they could no longer talk about their Dolphin game, *Thornado*, as Nintendo have requested that all next generation news remain firmly in the drawer marked 'secret'. Which, if you ask us, suggests Ninty are readying themselves for a big-scale announcement some time very soon...

Our spies in the US have confirmed that *Turok 3*, Acclaim's last big game on the N64, has been pushed forward to an October release to avoid any *Zelda Gaiden*-style competition, and to try and make as much money as quickly as possible before next year's Dolphin launch. As the in-game shots on page 16 show, the game is looking excellent.

Mission: Impossible 2, the long-awaited sequel to Infogrames' pretty poor spy game, has been indefinitely put on hold. Originally supposed to use the same engine as astonishing PC game *Outcast*, *Mission 2* is being held over for a Dolphin release, and to tie in better with the Cruise-filled, John Woo-directed film, which has been pencilled in for release some time in October.

And, finally, Ubi Soft have told **N64** that they've got three new projects in development, including this month's excellent *F1 Racing Championship*. One is believed to be a Batman game. Incredibly, they also said they're getting Dolphin kits in March – well ahead of schedule!



△ Winback *should be sneaking into the UK some time in May.*

PLANET 64 INFORMATION station
chart updates • release list
most wanted • most played

Planet 64 Information Station is your one-stop-spot for tracking the release dates of unreleased titles, checking on the sales of those already out, and keeping tabs on which are most eagerly awaited. Fill in the coupon with your votes, or just include them in your letter or compo entry. We want to know what you think and we don't care how you tell us!

GAME Top 10 Official UK N64 chart

Pos	Title	Publisher	Released	Chart movement	N64 review
1	Resident Evil 2 (NEW!)	Virgin	Released: 01/2000	New entry	Issue 36 90%
2	Vigilante 8	Activision	Released: 04/99	Re-entry	Issue 28 74%
3	Toy Story 2 (NEW!)	Activision	Released: 01/2000	New entry	Issue 39 71%
4	Super Mario	Nintendo	Released 03/97	Re-entry	Issue 1 96%
5	F-Zero X	Nintendo	Released: 11/98	Re-entry	Issue 22 91%
6	Bomberman Hero	Nintendo	Released 10/98	New entry	Issue 21 66%
7	WWF Wrestlemania	THQ	Released: 12/99	Last month's chart position – 2	Issue 36 90%
8	Rogue Squadron	LucasArts	Released: 01/99	Re-entry	Issue 25 85%
9	Donkey Kong 64	Rare/Nintendo	Released: 12/99	Last month's chart position – 1	Issue 36 93%
10	Knife Edge (NEW!)	Kemco	Released: 01/99	New entry	Issue 24 42%

Top 5 Import chart

Source: CA Games (0141 334 3901)

Pos	Title	Publisher • Genre	N64 review
1	Mario Party 2	Nintendo • TAB	Issue 39 • 87%
2	Pokémon Stadium	Nintendo • ETC	Issue 32 • 83%
3	Asteroids	Crave • ACT	Issue 38 • 53%
4	Resident Evil 2	Capcom • ACT	Issue 36 • 90%
5	Space Invaders	Activision • SHT	Issue 40 • TBC

N64 5 Most played / 5 Most wanted

	N64 5 Most played	5 Most wanted	Readers 5 Most played	5 Most wanted
1	Donkey Kong 64 — Rare, ACT — N64 Issue 36 • 93%	Perfect Dark — Rare, ACT — UK: April, USA: April	DK64 — Rare, ACT — N64 Issue 36, 93%	Perfect Dark — Rare/Nintendo, ACT — UK: April, USA: April
2	South Park Rally — Acclaim, RAC — N64 Issue 38 • 88%	Zelda Gaiden — Nintendo, ACT — JPN: March, UK: Christmas	Jet Force Gemini — Rare, ACT — N64 Issue 34, 93%	Zelda Gaiden — Nintendo, ACT/RPG — UK: Christmas, Japan: March
3	ECW Hardcore Revolution — Acclaim, FGT — N64 Issue 39 • 80%	Banjo-Tooie — Rare, ACT — UK: Summer, USA: Summer	Zelda 64 — Nintendo, ACT/RPG — N64 Issue 23, 98%	Pokémon Stadium — Nintendo, ETC — UK: April, USA: Out Now
4	Smash Bros — Nintendo, ACT — N64 Issue 36 • 90%	Conker's Bad Fur Day — Rare/Nintendo, TBA — UK: Autumn, USA: Autumn	Shadowman — Acclaim, ACT — N64 Issue 32, 93%	Banjo-Tooie — Rare, ACT — UK: Summer, USA: Summer
5	GoldenEye — Rare/Nintendo, ACT — N64 Issue 9 • 94%	Resident Evil Zero — Capcom, ACT — UK: TBA, Japan: Autumn	GoldenEye — Rare/Nintendo, ACT — N64 Issue 9, 94%	Conker's Bad Fur Day — Rare/Nintendo, TBA — UK: Autumn, USA: Autumn

ULTRA RELEASE LIST

The latest information on every N64 and confirmed Dolphin game currently in development world-wide – updated monthly.

Easy to spot UK release dates. Just look for the titles in a dark blue bar!

Game name	Publisher	Type	Country
• Nintendo 64			
February			
Battlezone	Crave	ACT	US
Castlevania: Legacy of Darkness	Konami	ACT	UK
Custom Robo	Nintendo	ACT	JPN
Space Invaders	Activision	SHT	UK
Supercross 2000	EA	SPT	UK
Viewpoint 2064	Sammy	ACT	JPN
Vigilante 8: Second Offense	Activision	ACT	US/UK
March			
Duck Dodgers	Infogrames	ACT	US/UK
Hydro Thunder	Midway	RAC	US
ISS Millennium	Konami	SPT	UK
Rally Masters	Infogrames	RAC	UK
Taz Express	Infogrames	ACT	UK
Top Gear Hyperbike	Kemco	RAC	US
X-Men	Activision	ACT	US
Zelda Gaiden	Nintendo	RPG	JPN
April			
Daikatana	Kemco	SHT	US/UK
Excitebike 64	Nintendo	RAC	US/UK
Harvest Moon 64	Natsume	RPG	UK
Mario Party 2	Nintendo	TAB	UK
Perfect Dark	Rare	SHT	US/UK
Pokémon Stadium	Nintendo	ETC	UK
Ridge Racer 64	Namco	RAC	ALL
Tony Hawk's Skateboarding	Activision	SPT	US/UK
2000/TBA			
3Sixty	Cryo	RAC	US/UK
1080° Snowboarding 2	Nintendo	RAC	US
Animaniacs Ten Pin Alley	ASC Games	ACT	US
Art of Fighting Twin 2	Culture Brain	FGT	JPN
Attack!	Midway	ACT	US
Banjo-Tooie	Rare	ACT	US/UK
Big Mountain 2000	South Peak	SPT	US/UK
Blues Brothers 2000	Titus	ACT	UK
Bomberman 64 2	Hudson	ACT	UK
California Speed	Midway	RAC	UK
Conker's Bad Fur Day	Nintendo	ACT	UK/US
Cyber Tiger 2000	EA	SPT	UK
DethKarz	GT	RAC	US
Donald Duck	Ubi Soft	ACT	US/UK
Doshin the Giant (64DD)	Nintendo	ETC	JPN
Dragon Sword	Interactive St	ACT	UK
Eternal Darkness	Nintendo	ACT	US
Extreme Sports	Eidos	SPT	UK
F-18 Super Hornet	Titus	SIM	UK
Fighters Destiny 2	Infogrames	FGT	US/UK
Flights of the UN	Video Sys.	SHT	JPN
F-Zero Expansion Kit (64DD)	Nintendo	RAC	JPN
Harrier 2001	Video System	SIM	UK
Hercules: Legendary Journeys	Titus	ACT	US
Grand Theft Auto 64	Take 2	ACT	UK
Jest	Infogrames	ACT	UK
Jeff Gordon Racing	ASC Games	RAC	US
Jikkyou Golf Tournament '98	Konami	SPT	JPN
Jungle Bots	Titus	ACT	US
Jungle Emperor Leo	Nintendo	RPG	JPN
Ken Griffey Jr Baseball 2	Nintendo	SPT	US
Killer Instinct 3	Rare	FGT	US/UK
Kirby 64	Nintendo	ACT	JPN
Magic Flute	Sunsoft	ACT	JPN
Mickey's Speedway USA	Nintendo	RAC	US/UK
Mini Racers	Nintendo	RAC	US/UK
Mission: Impossible 2	Infogrames	ACT	UK
Montezuma's Return	TBA	PLT	US
Mother 3	Nintendo	RPG	JPN
Need for Speed 64	EA	RAC	US
NFL Blitz 2000	Midway	SPT	UK
NHL Blades of Steel 99	Konami	SPT	US/UK
NomenQuest	T•HQ	RPG	US
O.D.T.	Psygnosis	RPG	UK
Ogre Battle 3	Nintendo	RPG	UK
Onegai Monsters	Bottom Up	–	JPN
Paint Studio (64DD)	Nintendo	ETC	JPN
Pokémon Snap	Nintendo	ETC	UK
Polygon Studio (64DD)	Nintendo	ETC	JPN
Powerslide	Emergent	RAC	US
Resident Evil Zero	Capcom	ACT	ALL
Robotech: Crystal Dreams	Capcom	ACT	US/UK
Riqa	Nintendo	ACT	US
San Francisco Rush 2049	Midway	RAC	US/UK
Shadowgate Rising	Kemco	RPG	US
Sim City 64 (64DD)	Nintendo	SIM	JPN
Smurfs 64	Infogrames	ACT	UK
Snowboard Kids 2	Atlus	RAC	UK
Spiderman	Activision	ACT	US
Spooky	ICE	ACT	UK
StarCraft	Nintendo	STG	UK
Stunt Racer 3000	Boss	RAC	US/UK
Super Mario 64 2	Nintendo	ACT	ALL
Super Mario Adventure	Nintendo	RPG	ALL
Sydney 2000 Olympics	TBA	SPT	ALL
Talent Studio (64DD)	Nintendo	ETC	JPN
The World is Not Enough	Eurocom/EA	ACT	US/UK
Thrasher Skate and Destroy	Take 2	SPT	UK/US
Toe Jam and Earl	GT	ACT	UK/US
Top Gun	Titus	ACT	UK/US
Turok 3: Shadow of Oblivion	Acclaim	ACT	UK/US
UEFA Soccer	Infogrames	SPT	UK
Ultimate War (64DD)	Seta	STG	JPN
Velocity	Acclaim	RAC	US
V-Rally 2	Infogrames	RAC	UK/US
Wild Metal Country	DMA	ACT	UK
Winback	Koei	ACT	UK
Zelda Gaiden	Nintendo	RPG	US/UK
Zool	Imagineer	RPG	JPN
• Dolphin			
Army Men	3DO	ACT	ALL
Austin Powers*	Rockstar	ACT	US/UK
Batman*	Ubi Soft	ACT	US/UK
Castlevania*	Konami	ACT	US/UK
Disney 3D Adventure*	Rare	ACT	ALL
Donald Duck*	Ubi Soft	ACT	US/UK
First-person shooter*	Saffire	ACT	US/UK
ISS Dolphin*	Konami	SPT	US/UK
Killer Instinct 3	Rare	ACT	US/UK
Music*	Codemasters	ETC	US/UK
NBA Courtside	Nintendo	SPT	ALL
Picassio	Promethean	ACT	ALL
Resident Evil Game*	Capcom	ACT	ALL
Robocop*	Titus	ACT	US/UK
Shadowman 2	Acclaim	ACT	US/UK
Skyfall Midwinter Year Zero	Blade	ACT	ALL
Super Mario 64 2	Nintendo	ACT	ALL
Thornado	Factor 5	ACT	US/UK
Top Gear Rally*	Boss Games	RAC	US/UK
Turok*	Acclaim	ACT	US/UK
Zelda*	Nintendo	RPG	ALL

*working title only

KEY

ACT	ACTION	RPG	ROLE PLAYING GAME
FGT	FIGHTING GAME	SPT	SPORT
STG	STRATEGY	TAB	BOARD GAME
SHT	SHOOT-'EM-UP	SIM	SIMULATION
RAC	RACING	ETC	MISCELLANEOUS

cut and send

VOTE!

There's only one way we can keep track of your gaming needs – and that's if you tell us! Just fill out the form and send it in! Yes!

And as if you needed any more encouragement, each month we'll be putting all the Information Station voting slips into a big hat and awarding a spanking new N64 game to the first one drawn. Tell us which game you'd like on the voting slip.

LAST MONTH'S WINNER Tim Gordon from Lewes wins a copy of Lego Racers!

PLANET 64 INFORMATION station

Top 5 vote n' draw

My five most played games are:	My five most wanted games are:

Name ....

Address ....

....

....

Postcode ....

Game wanted ....



N64 presents
planet
GAME BOY
NEWS, REVIEWS AND TIPS FOR YOUR GAME BOY
COLOR, POCKET, CAMERA AND PRINTER
REVIEWED THIS ISSUE!
KO KINGS
page 27
Is EA's pug sim the best beat-'em-up on the Game Boy?
DEJA VU
page 28
B-Movie private eye antics in Kemco's point & click romp.
WIN!
GB Powerpack & Wallet
with your GB camera pics
FOWL PLAY
Meet the duck with dynamite attitude!
RETRO!
• Balloon Kid
Classic helium-filled action!
• Kirby's Dream Land
The game that likes to say PuPuPu.
ISSUE 14
March 2000

Welcome to Planet Game Boy



As we edge closer to the annual E3 games show in Los Angeles, which is where we're likely to get our first glimpse of what the forthcoming Game Boy Advance can do, developers are pushing back the limits of what was thought possible on the current 8-bit machines. We've seen a *Magic Carpet*-style 3D engine, 'high colour' demonstrations with more than 2000 colours displayed at once, and, believe it or not, there's a first-person shoot-'em-up on the way from Eidos (more on that one next month).

Elsewhere it's business as usual for the prolific Infogrames, with two more Looney Tunes games (one of which really is top stuff) and Kemco, with a B-movie alternative to *Shadowgate*. Surprisingly enough, this month's stand-out GBC game was EA's remarkably playable boxing sim which you'll no doubt have noticed on the next page, but the biggest slice of handheld gaming in the office this month has been consumed by monochrome retro titles, thanks to the rediscovery of a couple of old gems. Just because a game was made for an older piece of hardware doesn't always mean it can't hold its own against the newer stuff – something we'll have to force ourselves to remember when we see what the new 32-bit games look like!

Martin Kitts, Editor

planet GAME BOY

Planet Game Boy, **N64** Magazine, 30 Monmouth Street, Bath, BA1 2BW.
Issue 14, March 2000
Editor: Martin Kitts
Contributors: Tim Weaver, Wil Overton, Jes Bickham, Andrea Ball, Justin Webb

GAME OVER FOR CART COPIERS

If you cast your minds back all the way to N64/31, you might recall our GB Underworld piracy feature which included a device known as the GB X-Changer. Basically it allows you to do a number of interesting things with an ordinary Game Boy, including putting software that you've written onto a special cart or making up digital greeting card messages.

It also lets you copy the code from a commercial game and spread it as a ROM file via the Internet, where you'll find a thriving community playing pirated GB games on emulators. Naturally Nintendo have never been particularly chuffed with the situation, but now they seem to have finally delivered a fatal blow to the company behind the X-Changer, Bung, thanks to an army of lawyers and the awesome power of the US legal system.

A federal court has awarded Nintendo more than $7 million in damages and issued a permanent injunction which prevents Bung from selling their goods anywhere in North or South America.

Bung's other dodgy add-ons include similar systems for copying SNES and N64 games, although, to be fair to them, a lot of bedroom coders (and even a few major software companies) make legitimate use of the GB X-Changer and Doctor 64 as programming tools. That's all going to change now though.

According to Richard Flamm, Nintendo's general counsel, "Throughout the litigation Bung demonstrated nothing but contempt for the American judicial system and continued to develop and market products that were designed to permit the pirating of video game software of Nintendo and its third party publishers. We are very pleased the court has resoundingly condemned Bung's conduct and confirmed the infringing nature of Bung's products."

The 16Mbit cart can be used to store a game you've written or pirated stuff.

This gizmo plugs into a PC and is used to put code onto blank carts.

SONGBOY

You can already buy accessories that enable you to turn your Game Boy into a personal organiser, a digital camera or a sonar fish finder, and soon you'll be able to use your handheld as a personal stereo.

The Songboy player is a gadget which allows you to play MP3 music files downloaded from the Internet, with the Game Boy's screen being used to display album artwork, lyrics and adverts.

MP3 is the music format which compresses CD music into files small enough to be downloaded. The Songboy is basically the same as the popular Rio player, with the added benefit of having a nice colour screen for navigating all those menu options.

It comes with 16Mb of memory (additional 32Mb cards can be bought separately) and is available for $99 from **www.songboy.com**.





Knockout Kings

From: EA **Price:** £25 **Save:** Password **Link-up:** Yes **Colour:** Only **Out:** Now

It's another boxing game! But unlike last month's unremarkable *Ready 2 Rumble*, *Knockout Kings* is fantastic fun. In fact we'd go so far as to say that it's the best beat-'em-up on the Game Boy.

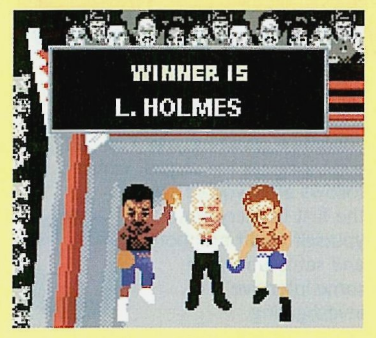
Instead of standing toe-to-toe and slugging it out, *Knockout Kings* gives you full 360° freedom to circle your opponent, land a few quick jabs and dodge back to safety. The A and B buttons control your two fists, with D-pad movements activating different types of punches and the start button used to butt your opponent when the ref isn't looking. Too much foul play leads to disqualification though, so it's usually best to stick with more legitimate pugilistic skills.

The fighters are rather scary things with enormous heads and shrivelled bodies, but once you've got used to seeing two Mr Potatohead boxers knocking lumps out of each other, it soon becomes apparent that this slightly surreal approach is a great way to give the characters plenty of facial detail on the small screen. They're fairly recognisable, and securing the digitised faces of Lewis and Ali, amongst others, is the kind of licensing feat that only EA have the clout to pull off. It all makes for a very polished game.

You can pick a preset boxer, in which case you'll probably take a pasting, or you can create one of your own and train him up by winning easier fights and working out in the gym. Eventually, in a Rocky-style turn of events, your journeyman pug will get a shot at the title and all of the assorted riches that come with it. It's a long game but luckily you can save your progress via a password and resume your career when your thumbs have stopped hurting. Best of all, *Knockout Kings* features the two-player link mode that is sadly lacking from the Game Boy's other fighting games. You don't get as much freedom to run around the ring when fighting a friend but it's still a good test of skill.

We like this game a lot. With top graphics, clear speech, plenty of options, a versus mode and some speedy gameplay, you don't really have to be a boxing fan to get a lot of enjoyment out of it. Let's get it on!

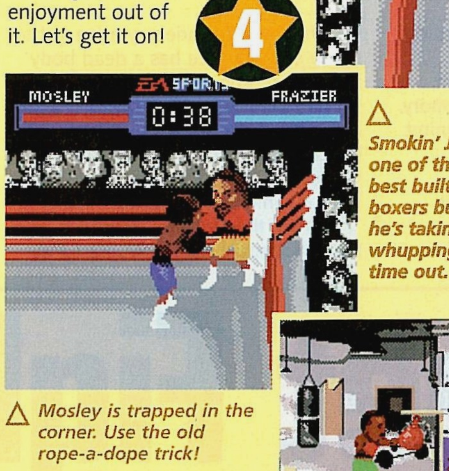
4



Larry Holmes triumphs against the odds, with a points victory over little Oscar de la Hoya.

Smokin' Joe is one of the best built-in boxers but he's taking a whupping this time out.

The Surgeon is our created character. He's lord of the ring.



Mosley is trapped in the corner. Use the old rope-a-dope trick!

It's just like starring in Rocky (well, sort of).



Holmes isn't looking too healthy there.

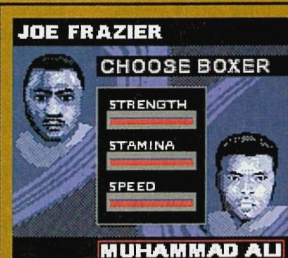
FIGHT NIGHT

So what would you expect to find in the most comprehensive boxing game around? Take a look at this lot...



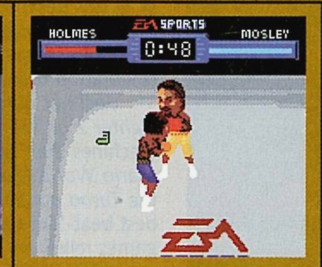
TRAINING

Choose a class of boxer, give him a nickname from the list and allocate your six free build points to either stamina, speed or strength. You get an extra build point every time you win a fight.



BOXERS

Choose the Slugfest mode to get a choice of some top modern boxers and classic oldies. The full list is: Marciano, Ali, Lewis, de la Hoya, Leonard, Frazier, Mosley, Grant, Holmes and Mayweather.



POWER-UPS

Little green power-ups appear at random intervals and the first boxer to grab them gets a temporary boost to one of his abilities. You can opt to switch them off if you prefer a pure contest.



SPEECH

It's a talkative game, although not quite as verbose as Ready 2 Rumble. The ref gives instructions and counts out downed fighters, plus there are some realistic sound effects throughout the fights.



WOMEN

There are no lady fighters. Instead, the bulbous headed lasses are forced to parade around the ring carrying the round number cards while the nicely animated crowd whistles its approval.

Deja Vu I & II



Looks like Ace might be in a spot of bother here. This is a dangerous old town.

Luckily there's nothing floating in the bog. Have a look for yourself. We certainly did.



With a face like that, no wonder Ace blacks out every time he looks in a mirror. Don't do it.



Poke him to see if he's really dead or just playing a mean trick.

From: Kemco **Price:** £25 **Save:** On-cart **Link-up:** No **Colour:** Only **Out:** Now

The name's Harding. Ace Harding. Private dick. No, honestly – that's a legitimate profession. Except poor Ace has lost his memory, there's a broad with a piece gunning for his blood, and just about everyone in this seedy old town seems to have something to hide.

Which is where you come in. Using a point and click interface of the *Shadowgate* variety, you've got to figure out why Ace has a dead body in his office and just who is trying to set him up. Clues along the way give Ace a headache for some reason, indicating that too much of this deja vu business will ultimately prove fatal. Time is running out.

While the plot isn't exactly in the LA Confidential league, it's about as much as you could expect from the average computer game. The controls will take a bit of getting used to if you've never played *Shadowgate* before, particularly the pedantic way you're required to repeat several steps in order to achieve a simple goal (look, open, take, use, etc). Once you're accustomed to the game's peculiarities and you've escaped from Ace's office (hint – the key is in your coat), you'll find an enjoyably large adventure awaiting you. The cart even includes the sequel, which follows after you've solved the first mystery. Pour yourself a stiff bourbon and settle down for some intensive investigating.

4

Street Fighter Alpha

From: Capcom **Price:** £25 **Save:** No **Link-up:** No **Colour:** Only **Out:** Now



There's no speech to accompany the fireballs.



Sharp graphics. The authentic look is the game's big selling point.



Special KO! You can't imagine how chuffed we were to achieve that on the Game Boy's cramped controls.

After a long absence, the world's most famous (and, some might say, best) fighting game series returns to its natural home on a Nintendo console. Cause for celebration then?

Well not quite. *Although Street Fighter 2* on the SNES sold more machines than any game except *Mario World* (even at £70 a pop) and the *Turbo* update is still one of the best beat-'em-ups anywhere, both games relied on a six-button controller. It's the reason why the SNES versions were so good and the three-button Mega Drive version was a pale imitation. On the Game Boy, with just two buttons to play with, it doesn't feel like the same game at all.

All of the special moves are in there, along with alpha counters and super combos, but without the ability to select the power of your blows it isn't really *Street Fighter* as we know it.

That's not to say that it isn't still good fun. There are ten characters, drawn in bright primary colours to make them stand out from the backgrounds, and they look fairly convincing. The action isn't particularly fast though, even with the turbo meter turned right up. That the game doesn't manage to relive the glories of previous *Street Fighter*'s is more because of the Game Boy's technical limitations than anything else. This is a good effort but we'll be waiting to see just what Capcom can do with the GB Advance.

3

Speedy Gonzales





Run past the arrow signs and you'll get a turbo boost.

That dog will never catch Speedy Gonzales. Look at those disgusting cheeks.

From: Infogrames **Price:** £25 **Save:** Password **Link-up:** No **Colour:** Yes **Out:** Now

Another platform game from the Infogrames-Sunsoft-Looney Tunes partnership? Two titles in one month shows just how easy these things must be to bash out, but while *Daffy Duck* does the business with the old right-left scrolling formula, Mexico's fastest mouse has only managed a more pedestrian effort.

The aim of the game is cheese-collecting, since even the speediest of rodents needs his dairy produce. The cheeses float in bunches and arcs, showing you where you should leap next, although the levels tend to be so simple that you'll rarely have any trouble finding your way to the next platform.

Basic level design isn't necessarily a bad thing, but Speedy's rubbery handling belies the mouse's nippy name. The poor thing just floats around without ever looking like he's in much of a hurry. The only time you ever build up any speed is in some *Sonic*-style sections which can be completed by holding right on the D-pad and tapping jump once or twice.

The graphics are nice, with some good animation and smooth scrolling, but because we've seen so many similar platform games, *Speedy Gonzales* really needed a little something extra to make it stand out from the crowd.

2



That strange cat / dog hybrid would be perfect for ripping Tweety. If only the bird actually appeared in the game.

Daffy Duck Fowl Play

From: Infogrames **Price:** £25 **Save:** Password **Link-up:** No **Colour:** Yes **Out:** Now



Tra-laa! Daffy strikes a camp pose as he prepares to snaffle a glittering sack of gold.

#00003000 ×04 071%

A rare picture of a bear in the process of turning into a juicy steak.





After that stick of 'mite goes off there'll be a tasty meat treat to eat.

Daffy Duck is definitely one of our favourite Looney Tunes characters. He usually winds up getting it in the neck for his misdeeds, but his surly attitude shows that his heart is located in the right place.

In this platform adventure, Daffy has an unlimited supply of lethal sticks of dynamite which he uses to blow up rocks and turn cuddly villains into tasty meat treats. By holding down the B button, you can hang on to the explosives until the fuse has almost burnt out, or you can release it early and watch your foe walk around with it on his head for a while. Since all that violence is tiring work, you need to keep eating to replenish your energy. Some of the larger creatures turn into joints of ham or, bizarrely, ice cream cones so there's never a shortage of nutritious food.

The game plays at a much slower pace than the average platformer, since you have to be quite patient when timing your throws, but the more cerebral approach is a good thing as far as we're concerned.

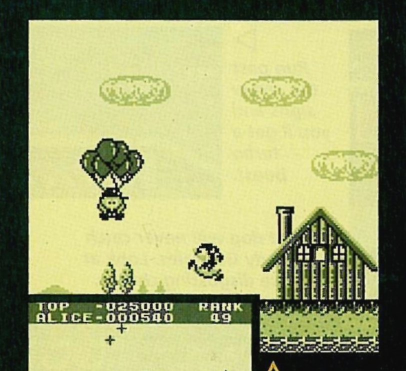
It's plenty of fun, with a warped sense of humour and a good deal of tension. Our only reservation would be that it might not last as long as you'd like, but it's one of the better platform games you can buy.

4



Dangerous woods. If you collect the hearts after they've been knocked out, you can regain a life.

Balloon Kid



△ This endurance race is a bit like the cool multiplayer game.

△ Alice turns her back for a second and l'il bro has an unfortunate ballooning mishap. The chimp.

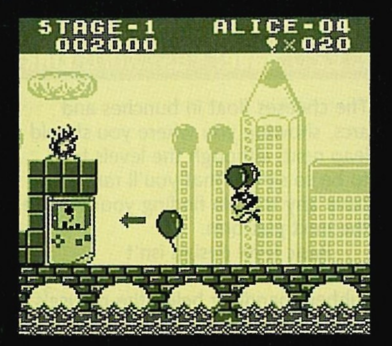


▷ Hopping into an old style Game Boy leads you to this simple bonus game.

From: Nintendo **Price:** £10 **Save:** No **Link-up:** Yes **Colour:** No

We've raved about the two-player delights of Nintendo's forgotten 1990 platform classic in the past, but a chance encounter with a brand new copy of *Balloon Kid* at our local HMV brought back a few memories and gave us all the excuse we needed to revisit the wonderful world of Alice, the girl who never goes anywhere without her footpump.

The plot of the game is pure Nintendo nonsense: Alice's brother gets caught by a gust of wind while holding a big bunch of helium-filled balloons. Lacking the sense to let go of the strings, he drifts right into the heart of platform game country. You, as Alice, must rescue him by setting off on a journey over land, over water, through the intestines of a giant whale, and into the dangerous factory HQ of the boss man himself.



△ So do you go for the bonus section or continue over the top to try and keep your momentum? Tricky one.

What sets the game head and shoulders above almost every other non-*Mario*/*Kirby* title is the perfectly balanced handling. When you jump between platforms it's just as easy to make a pixel-perfect leap over the entire length of the screen as it is to hop a short distance. Or you can inflate a couple of balloons and take to the skies, completely transforming the gameplay.

It feels very unusual, thanks to its unique backwards scrolling, and it's even better fun over a link cable. The only things missing are password saves and colour support, but at this price it's the best value platformer you can buy.

5

Kirby's Dream Land

From: Nintendo **Price:** £12 **Save:** No **Link-up:** No **Colour:** No

Playing the marvellous *Kirby's Dream Land* is enough to remind anyone why you should be looking forward to the marshmallow vacuum cleaner's starring role in the forthcoming *Kirby 64*.

The game's visual style owes a lot to *Mario* and Miyamoto, although it was developed by HAL, the company behind *Smash Bros*. The hills and trees which form the backdrop to PuPuPu Land have the familiar eyes and faces found in the Mushroom Kingdom, perhaps hinting at some kind of future convergence between the two game series. It hasn't happened yet though. For now, Kirby and Mario remain confined to their own worlds.

The aim of the game here is to slurp up bad guys and spit them at their friends – probably a source of inspiration for Yoshi's munching antics. If you try slurping without anything in range, Kirby gulps down a bellyfull of air and starts to float, allowing you to reach higher platforms or soar away from danger.

It's cute beyond belief, particularly the little animated interludes and choreographed dances performed by the Kirbster's pals, and it's effortlessly playable. If you've got a sweet tooth for this kind of sugar-coated platformer, *Kirby's Dream Land* is the next best thing to Mazza himself on the Game Boy.

5



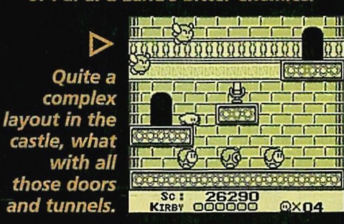
◁ Kirby reaches maximum inflation in the ghost house.



▽ Spit a mouthful of air at the ? block and see what happens...



△ Striking a defiant pose in the face of PuPuPu Land's bitter enemies.



▷ Quite a complex layout in the castle, what with all those doors and tunnels.

Mario Golf



● LEVEL UP MUSHROOMS

There are at least three level up mushrooms hidden around the map. Take a look in the bookshelf in the right hand side of the director's room, in the cabinet in the club maker's hut, and in the bushes to the left of Peach's Castle.

● CASTLE & WARIO

To play on the bonus Peach's Castle Course you need to get first place on all four courses and beat all four club champions in match games. You'll also unlock the mighty Wario as an extra reward.

● LEFT-HANDED GOLFERS

Hold select while choosing one of the preset golfers (not one of the ones you've created) to make them play back to front.

● RETRY HOLES

Just like in the N64 version, you can retry a hole as many times as you like until you get it right. Just save the game when you make a mistake, quit and restart. You'll be back at the tee.

Ready 2 Rumble

Want to unlock the hidden boxers in Midway's slugfest? Here's how to do it. Remember to unlock them in the order shown though, otherwise it won't work.

● KEMO CLAW

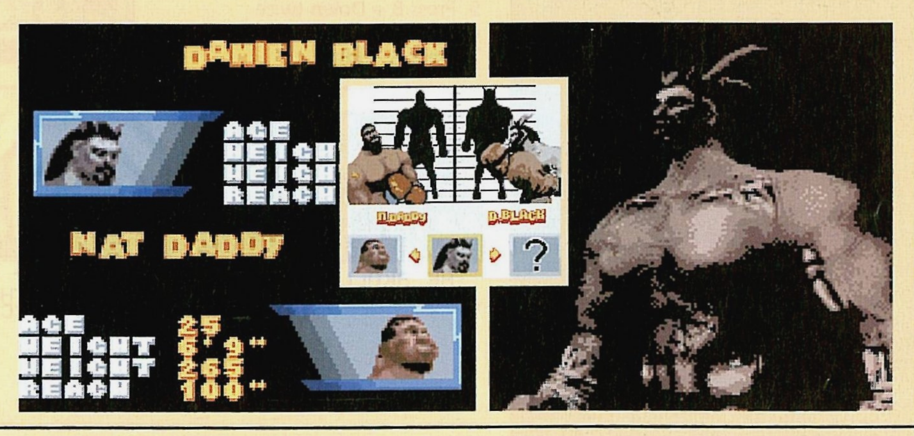
Highlight arcade mode and tap in the following code on the D-pad: **LLLRRRLRLR**. You need to be fairly quick. A chime sound confirms that you've entered the code correctly.

● NAT DADDY

After unlocking Claw, highlight arcade mode and use this code: **RRRLLLRLRL**. Listen out for that sound again.

● DAMIEN BLACK

Last one in the sequence. Highlight arcade mode and enter this code: **RLRRLLRRRLLL**. You should now have the complete roster of fighters to choose from.



Space Invaders





Here's a selection of passwords to ease you through this seemingly endless retro blaster so you can check out the tougher new aliens.

LEVEL PASSWORDS

● **Venus**
R T J N P B K C X 2 R J P W

● **Earth**
W W Y X T C 2 N Q W 7 9 V Y

● **Mars**
? W Z 4 V C L N 4 W 8 1 V ?

● **Jupiter**
R S S N 3 Q J 7 8 ? G J M C

● **Saturn**
W S P Z M S O 8 N ? H 8 N F

● **Uranus**
C V 1 ? Q W K G J 3 X 8 R 5

● **Neptune**
H V 2 7 R W 1 G N 3 Y O R 7

● **Pluto**
M V 7 H R C L H S 3 Z S R 9

● **Homeworld**
R V 8 R R C 2 H X 3 ? R J C

CLASSIC MODE

C L S S 1 2 8 1 9 9 9 D B M

HIGH SCORES

Star performance this month? Gigi Tsui, who demanded a prize for the double feat of a 5 billion score and "being a girl". Erm... well done!

POKÉMON PINBALL

Red
2,832,876,150 Mark Kelly
1,758,714,850 Toon Van Gaeyevelt
934,373,350 Deborah Hutchinson
898,044,500 Gigi Tsui
565,176,000 James Faulkner
Blue
5,062,785,000 Gigi Tsui
3,178,918,300 Toon Van Gaeyevelt
2,664,448,200 Mark Kelly
1,796,070,800 Deborah Hutchinson
1,564,221,150 James Faulkner

MARIO DELUXE

Challenge
1,303,650 James Holt, Halifax
1,271,150 David Hartley, W. Sussex
1,264,100 Catherine Wakely, email
Super Player
456,150 Phil Wakely, Exeter
406,000 Peter Tweedie, Woking
321,550 James Holt, Halifax

TETRIS DX

40 Lines (level 0)
1:31 Richard Ford, London
1:32 Nick Bec, Salisbury
1:34 Nick Hiom, Thetford
Ultra (level 0)
21,488 Richard Ford, London
20,392 Nick Hiom, Thetford
20,389 Chris McCabe, Banbridge
Marathon (level 0)
4,101,580 Nick Hiom, Thetford
2,559,613 Richard Ford, London
1,823,016 Nick Bec, Salisbury
Marathon (level 9)
6,120,591 Paul Curtis, Hull
3,322,821 Richard Ford, London
2,320,662 Anita Gillberg, Sweden

GAME & WATCH GALLERY

Donkey Kong
9999 Jonathan Denne, Stansted
2626 Ryan Medlock, Cobham
1830 Nayden Koon, New Zealand
Parachute
3138 "Marc", via email
1241 Christopher Smith, Cleveland
1203 Tommi Aarela, Finland
Chef
1803 "Marc", via email
1496 Christopher Smith, Cleveland
1473 Audun Knudsen, Norway

Scores wanted

Send your high scores to:
Planet Game Boy (high scores), N64 Magazine, 30 Monmouth St, Bath, BA1 2BW
Email us at **n64@futurenet.co.uk**

Pac Man

You want passwords for those devilishly difficult Pac Panic stages? We've got dozens of them!

Stage 1: STR
Stage 2: HNM
Stage 3: KST
Stage 4: TRT
Stage 5: MYX
Stage 6: KHL
Stage 7: RTS
Stage 8: SKB
Stage 9: HNT



Stage 10: SRY
Stage 11: YSK
Stage 12: RCF
Stage 13: HSM
Stage 14: PWW
Stage 15: MTN
Stage 16: TKY
Stage 17: RGH
Stage 18: TNS
Stage 19: YKM
Stage 20: MWS
Stage 21: KTY
Stage 22: TYK



Stage 23: SMM
Stage 24: NFL
Stage 25: SRT
Stage 26: KKT
Stage 27: MDD
Stage 28: CWD
Stage 29: DRC
Stage 30: WHT
Stage 31: FLT
Stage 32: SKM
Stage 33: QTN
Stage 34: SMN

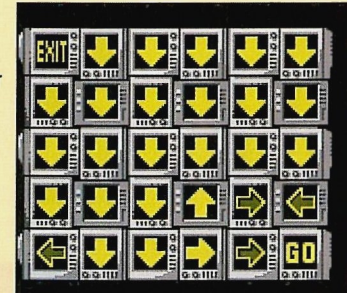


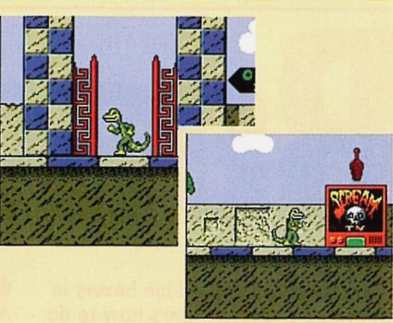


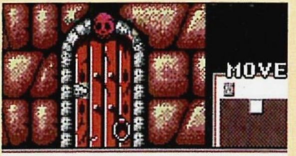
Gex: Enter the Gecko

Enter this long code at the password screen to get all of the remotes. You get the solid yellow arrows by holding B and the darker ones by holding A.

1. Press B + Down 20 times
2. Press B + Up
3. Press A + Right
4. Press A + Left twice
5. Press B + Down twice
6. Press B + Right
7. Press A + Right









Shadowgate Classic

● IN-GAME HINTS

Kemco's dungeon adventure has some very obscure puzzles in places, but luckily the programmers decided to take pity on players who are completely stuck. Just press select in any room and you'll get a hint to point you in the right direction.

NFL Blitz

Salvage some sort of enjoyment from this useless gridiron game by entering these codes at the matchup screen.

Deep Space:
Start, Start, A, A, Right
Infinite Turbos:
Start (x5), B, (A x4), Up
Invisible Receiver:
Start (x4), (B x3), (A x3), Up
Night Game:
Start, Start, B, B, A, A, Right
No Fumbles:
Start (x4) B, B, A (x3), Down
No Pointer:
Start (x3) B (x3), A (x3), Left
Overtime:
A (x6), Up
Parking Lot:
Start (x3) B, B, A (x3), Down
Predator Mode:
Start (x5), B (x5), A, Up
Turbo Running:
B, B, B, A, A, Left



Game Boy Gallery

Somebody call the Men in Black – they're here!

Did you manage to pick up a Game Boy Camera in the incredibly generous New Year sales? Then no doubt you'll want to show your creations to the rest of the world. Well this is the first and only place where you can display your pics for all to see.

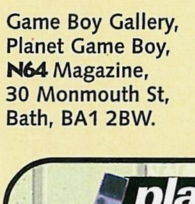
As ever, it's another fine array of mutants, aliens and curiously unidentifiable objects. We've got ghost sightings, human-chimp hybrids, Pokémon and a whole lot more. In fact we've received so many pictures of 'the unexplained' that we're now absolutely certain that there's something out there, something 'they' don't want us to know about, something that probably lives somewhere near Birmingham. Any confirmed sightings will be gratefully received. The people have a right to the truth!

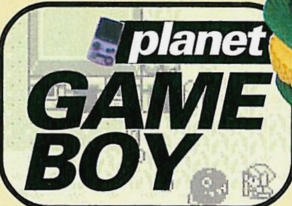
Send us your freaks

Point your GB Camera at something interesting, print it out and pop it in the post. We'll print as many of them as we can fit on the page, and our monthly favourite will receive a Gamester Game Boy Powerpack and Wallet to save on those battery costs and protect your machine from scratches. Don't forget to tell us what kind of GB you own so that Gamester will know what kind of gear to send you.

Send your pictures to:

Game Boy Gallery,
Planet Game Boy,
N64 Magazine,
30 Monmouth St,
Bath, BA1 2BW.



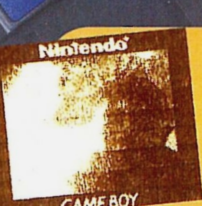


EVERY MONTH – ONLY WITHIN THE PAGES OF



WINNER!

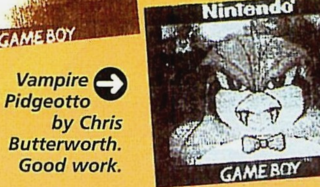
Somebody looks happy. It must be feeding time! This joyous moment was captured by Anthony Sheridan of Stockport, along with a couple of the pics over there on the left. Ace!



A vaguely Welsh ghost sighting from Richard and Andrew Granville of Bridgend.



This headless body is the work of Richard Horsefield. It used to be his friend.



Vampire Pidgeotto by Chris Butterworth. Good work.



Samir Sbaiti's vision of an alien invader. Spooky.



All the way from Rome, it's Iori Allesandro with a brand new species of Pokémon.

Slightly abstract stuff from Crewe's own Chris Wheeler. What on earth is it meant to be?

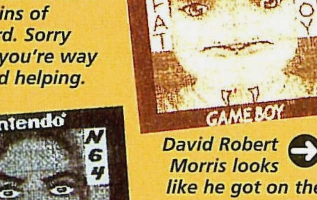
Chris McGeown spotted this little grey man in Co. Armagh.



Shouldn't this have been a compo entry? It's from Nicola Carey of Londonderry.

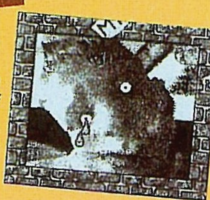


"Help me," yells Edward Rummins of Ashford. Sorry mate, you're way beyond helping.



Matthew Hart from Holland sent us this picture of a rather lardy chap with fangs under his chin.

No. Please, no. This is from Steven Walker and it's making us scared.



David Robert Morris looks like he got on the wrong side of Mike Tyson. Very painful.

Proof, from our source in Holland, Dymph Labbé. We're going to the authorities with this one.





We won't see another Bond game from Rare, but maybe this guy can fill his shoes... By Arun Rao.





Steven Houston looks almost Jes-like in this trick pic.

Erm... from the otherwise reliable Ryan Medlock. What went wrong?


c: Netscape Online
File Edit View Help
Name
Size
Modified
N
JOY



MASSES OF DONKEY KONG 64 SECRETS REVEALED INSIDE!
HOW TO...
go bananas in
DONKEY KONG 64
FINAL PART
Complete Creepy Castle and Hideout Helm, see off King K. Rool and bring your golden banana total up to a perfect 201.
It's the last part of our colossal DK64 guide!
TOP SECRETS REVEALED!
Only open our special DK64 tips section if you're totally baffled!

Fruity!

So, you've been following our guide to *DK64* over the last two months. You've successfully visited all but two levels, know the location of every fairy, arena and blueprint, and have 150 bananas to munch on. Which means there are a mere 51 of the fruity snack left to find. Here they are...

DK ISLES Bananas: 15

Playing as Donkey?

1 Chunky can break apart the ice in the Crystal Caverns entrance, revealing an Invincibility Barrel for Donkey. Use it to reach the banana on the other side of the lava.

2 Rather than swing across the vines halfway up K. Rool Island, drop down to the platform behind. A coconut switch there opens up a banana cubbyhole.

Playing as Diddy?

1 You've probably already noticed the banana trapped behind a switch-opened door at the top of the waterfall. Use the jetbarrel outside the Forest entrance to reach it.

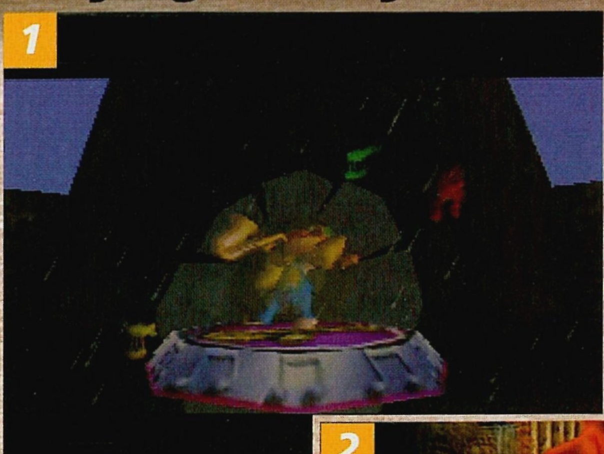
2 The very same jetbarrel provides a way of reaching a minigame barrel hovering above DK Island. There's a banana in it for you.

3 Swing across the vines halfway up K. Rool Island, then wander into the door. The barrel inside, containing a Batty Barrel Bandit minigame and a banana, can be reached with the Simian Spring pad.



4 Back in the entrance to the Crystal Caverns is a music pad, stamped on an out-of-reach ledge. Use the jetbarrel nearby to reach it and its banana.

Playing as Tiny?



1 Just after you've used Tiny's warp pad on K. Rool Island, look for the music pad and blow your sax on top of it. A **banana** will fly down, courtesy of your parrot friend.

2 Found all 20 banana fairies? Make your way back to Great Fairy's island and receive a **banana** as a reward.

3 Another **banana** is imprisoned at the back of the Great Fairy's island. Use your feather gun to set it free.



4 There's a special switch for Chunky to slam in the entrance to Gloomy Galleon. It reveals a barrel for Tiny, which makes her wee enough to fit inside the submerged **banana** tunnel.

Playing as Lanky?



1 Look for the giant rock in the Creepy Castle entrance, then use Chunky to lob it. The Lanky pad that's revealed allows the gangly ape to reach a Searchlight Seek minigame, and a **banana**.



2 There's a Lanky Barrel outside the **banana** cage in K. Lumsy's lair – use it to sprint quickly across to the blue switch and back.

Playing as Chunky?

1 This one's easy. At the base of the waterfall, a pineapple switch opens up a cage containing a **banana**.





3 When Tiny plays a sax melody on K. Rool Island's music pad, a Chunky Barrel comes into being next to the palm tree near Fairy Island. Use it to stamp on the giant 'X' nearby and grab a **banana**.



2 A Chunky pad sits inside the entrance to Hideout Helm, revealing a Kremling Kosh minigame barrel when activated. Swing across to play it and win a **banana**.

GO! GO!



JUNGLE JAPES

Bananas: 12

Playing as Tiny?

1 Just before the entrance to the main area is a feather switch door for the skirt-wearing simian. Inside, a Splish Splash Salvage minigame leads to a banana.

2 Tiny's feather gun is also equipped to open another door – it's through the tunnel next to the giant rock. When you're through, enter the Hive and grab a banana by using the nearby barrel.

3 Just outside the hive, a banana is spinning away inside a tree stump. Net it by using the barrel to shrink, then hopping onto the toadstool to bounce inside.

4 You should have uncovered a Tiny switch using Rambi earlier in the game. Slam it, then head left after using Warp 4 to snatch the banana.

Playing as Lanky?

1 There's a grape switch door in the alcove just prior to the main entrance. Behind it, a Mini Maze Maul minigame is just begging to hand over its banana reward.

3 A similarly steep slope exists near Diddy's minecart ride exit. You'll need to hit the peanut switch at the top, then use Lanky to clamber up to the door. Inside, slam the posts and shoot the bees for a banana.

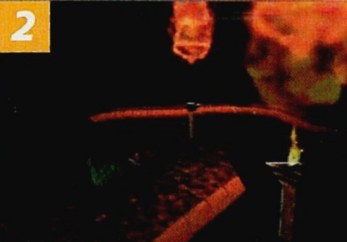


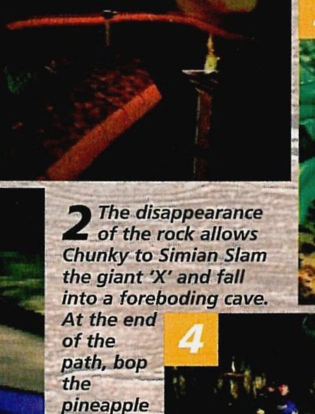
2 The network of caves leading to Cranky's Lab features slopes that can only be climbed using Lanky's Orangstand move. At the top is a minigame and a banana.

4 Finally for Lanky, a slammable switch sits under a hut crushed by Rambi. The banana it reveals can be reached by running to Funky's shop and swinging across the vines.

Playing as Chunky?

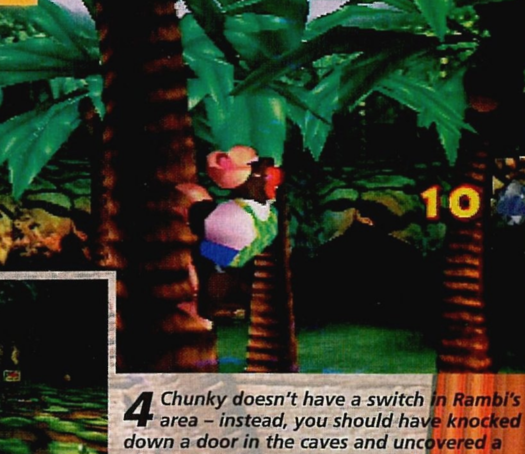
1 The giant rock underneath Donkey's Barrel Blast tile is no match for Chunky. Throw it to the floor and a banana will burst out.





2 The disappearance of the rock allows Chunky to Simian Slam the giant 'X' and fall into a foreboding cave. At the end of the path, bop the pineapple switch to reveal a banana.

3 In the area with Tiny's beehive, a Minecart Mayhem minigame barrel is spinning between the palm trees. Use the nearby Chunky barrel to reach it, and its banana.



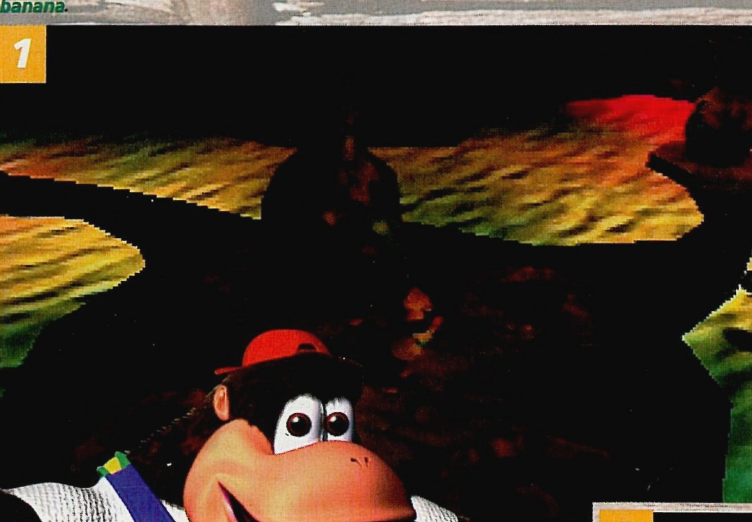
4 Chunky doesn't have a switch in Rambi's area – instead, you should have knocked down a door in the caves and uncovered a giant rock. Pick it up to reveal a banana.

ANGRY AZTEC

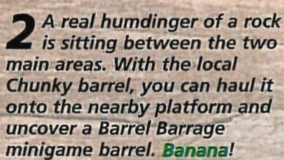
Bananas: 4

Playing as Chunky?

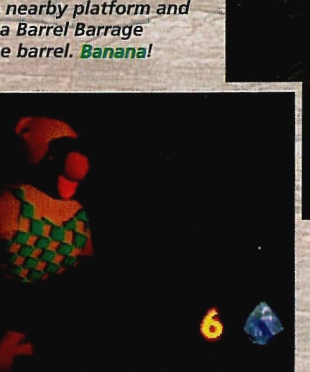
1 After entering the level, turn right to find four pots. What to do with them? Place them on the tiles that match the shape daubed on their sides, and earn a banana.



3 There's a music pad for Chunky just to the left inside the camel temple. Once you've triangled atop it, earn a banana by putting paid to the alligators with your stash of oranges.



2 A real humdinger of a rock is sitting between the two main areas. With the local Chunky barrel, you can haul it onto the nearby platform and uncover a Barrel Barrage minigame barrel. Banana!



4 Chunky's door in the giant temple leads to a Kremling Kosh minigame. Find it by firing at the switch on the left and opening the door on the right. A banana is yours.



CREEPY CASTLE

Entrance: Giant blast barrel near K. Rool Island.
Golden bananas needed: 20

Just started?

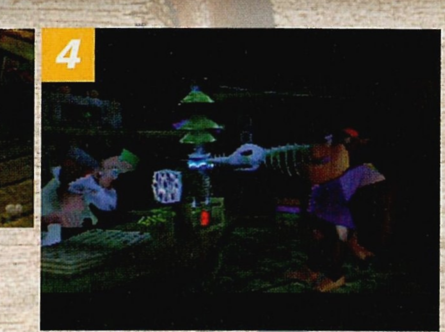


1 It's a long trek to the tip-top of the castle, so we're going to take a shortcut. Follow the path until you find a Diddy Barrel, then use it to fly to the peak. A Big Bug Bash minigame there yields a banana.

2 Head down the wide path and find the greenhouse. Tiny can use the barrel and toadstool nearby to trampoline into the top of the hut next door, then kill the buzzing flies for a banana.



3 Next to the fly-filled hut, use Chunky's Primate Punch to knock down the wooden door to the house. Once you're inside, take out all the bats for a banana prize.



4 Keep trotting down the castle path until you find Cranky's Lab. The irritable ape will sell you the Super Duper Simian Slam, which is perfect for the horde of red switches you'll find on this level.

Got the Super Duper Slam?

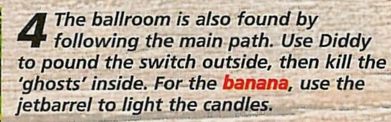
1 Head back up to the greenhouse and bring Lanky's body down on the slammable switch. Inside the glass house, negotiate the maze (after hopping in the barrel) to find a lovely banana.



2 There's a red switch for Chunky outside the museum. The three shields inside can be punched with the ape's giant hands – it's then a case of hauling the giant rock onto the plinth for a banana.



3 Further along the path is a Kong switch. Slam it, then trek back and use the fluffy cloud as a bridge to the library entrance. The banana is won by killing all the baddies, hitting the switch, then using invincibility to run through the Ghostbusters-style flying books.



4 The ballroom is also found by following the main path. Use Diddy to pound the switch outside, then kill the 'ghosts' inside. For the banana, use the jetbarrel to light the candles.

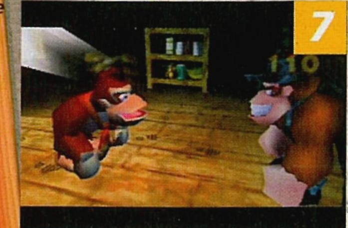


5 Tiny can also waltz into the ballroom after Diddy's slammed the switch – the warp pad inside leads to a Tiny Barrel and a small hole. Head through it to win a banana from a Scalextric race.





6 Back at the castle peak, a switch for Lanky opens up the top tower. There's a banana in the Beaver Bother minigame there, but you'll need to shoot three pineapple switches to reach it.



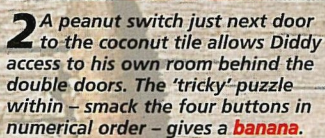
7 Time to get your mitts on the Sniper Sights. Funky's shop is all the way back down at the bottom of the castle and through the wooden door.

Bought the Sniper Sights?



1 Use your handy coconut gun to open up the double-doors near to Funky's shop, then find a set of six levers behind another coconut door. The ghost ride within will lend you a banana.





2 A peanut switch just next door to the coconut tile allows Diddy access to his own room behind the double doors. The 'tricky' puzzle within – smack the four buttons in numerical order – gives a banana.



3 Lastly, Chunky has a banana to collect in this section of the level. Primate Punch the coffins to uncover a tricky Searchlight Seek minigame.

4 Opposite Donkey, Diddy and Chunky's area is a room for Lanky and Tiny – use Lanky's grape switch to get in. After shooting the wall switch inside, use the barrel to scamper to the music pad and banana.



5 As Tiny, turn right at Lanky's switch and stomp on the floor switch. Use the Pony Tail Swirl manoeuvre to float across to the banana that appears.

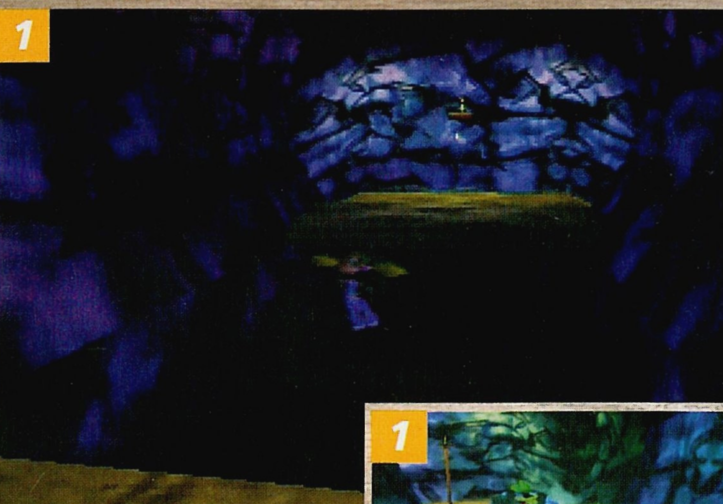


6 There are two areas left to find. You'll find one next to the moat, underneath the self-moving bridge. Head inside, why don't you.

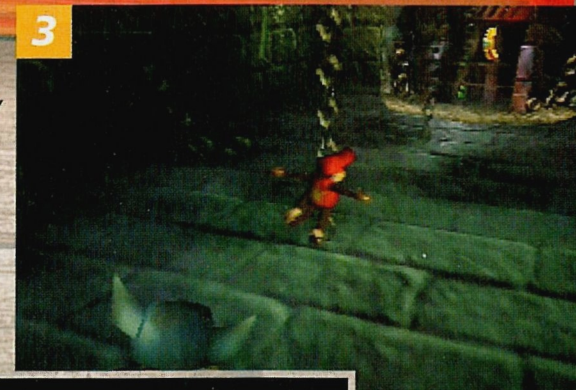


Entered the moatside door?

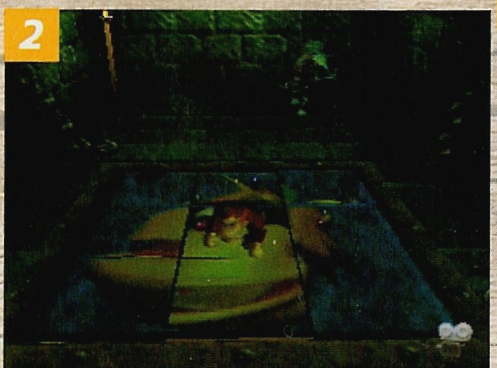
1 *There's a hovering Tag Barrel just inside the entrance, and a Teetering Turtle minigame across a gap to the left of it. Use Tiny's Pony Tail Swirl to reach it, and the banana.*



3 *In roughly the same place is a Diddy switch that opens a lengthy corridor. The banana is programmed to disappear if Diddy steps on the floor, so shoot the peanut switch and use the vines that appear.*



2 *Don't miss the door further along the corridor. Head through it and slam the Donkey switch you find. You'll grab a banana by slamming the tiles to match Donkey's face.*

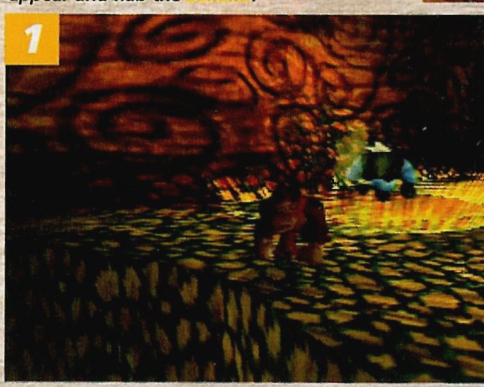


4 *The final switch for Lanky reveals a banana resting on the opposite side of a molten pool. Use the nearby music pad, then Baboon Balloon across to it. You'll need to play a Kremling Kosh minigame first, though.*

5 *Back outside, find the tree that stands near the entrance to the level and activate the Donkey pad next to it. You've now opened up the tree.*

Opened up the tree?

1 *The coconut switch should be immediately visible. Shoot it, then drop into the water beyond. You'll need to use your sniper sights to shoot the switches that appear and nab the banana.*





2 *As Chunky, head back to the coconut switch and use the Primate Punch to knock down the half-broken door. You can't reach the Beaver Bother minigame unless you shoot the pineapple switch from afar. And that's the last banana of all.*

BOSS!

Bananas needed: 400

This wooden facsimile of King K. Rool isn't much of a threat – his laser can be easily avoided by running in a circle – and defeating him is a simple case of hopping into the cannon that's opposite him when he laughs. The second time, avoid the phony, semi-transparent K. Rool. The third time, he'll take six steps to the left, so count under your breath and use the correct cannon on six. That's the penultimate boss dealt with.

△ *Don't bother clonking the Kremling – K. Rool's lasers should sort him.*

GO! GO!

HIDEOUT HELM

Entrance: Warp pad on K. Rool island, then into mouth.
Golden bananas needed: 100

Just Started?



1 The first steep slope needs Lanky's Orangstand, the pineapple switch needs Chunky, and there's a barrel for Tiny to use to squeeze through the pipe in the computer room.



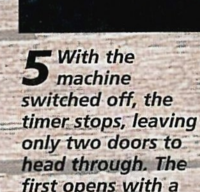
2 You're now standing in the main computer room. Have Donkey pull the level next to the giant machine, then use Diddy and the nearby barrel to jet through the rings and open the surrounding doors.



3 Next, use Chunky to knock down all the metal gates. This will avoid wasting time later by swapping between Chunky and the others.

4 Now take each Kong up to their appropriate music pad and room. There are two minigames to play in each – use 'Restart' to save time if you're worried about failure – and a coin medal to grab.



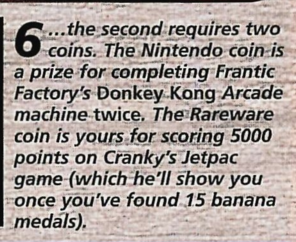


5 With the machine switched off, the timer stops, leaving only two doors to head through. The first opens with a mere four Battle Arena crowns...



SPECIAL NOTE!

If you haven't been collecting those blueprints, you'll be in for a shock here. The time you have to complete Hideout Helm is based on how many blueprints you've nabbed, and fifteen minutes will prove to be a bare minimum. Head back to the other levels and collect more if you need to.

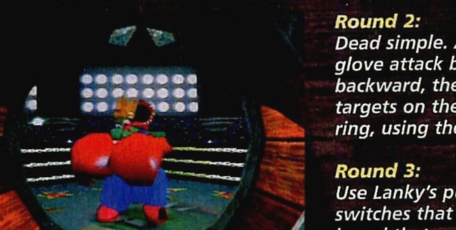


6 ...the second requires two coins. The Nintendo coin is a prize for completing Frantic Factory's Donkey Kong Arcade machine twice. The Rareware coin is yours for scoring 5000 points on Cranky's Jetpac game (which he'll show you once you've found 15 banana medals).

7 Through the Nintendo/Rareware Coin door is the final K. Lumsy key. Pick it up, free the giant croc, watch the cut-scene, then drop into the new hole near Warp 3 on DK Isles for the final boss...



BOSS! KING K. ROOL



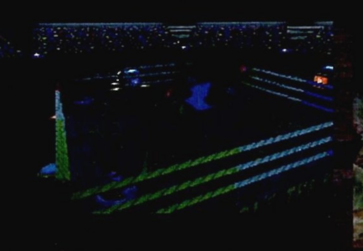
This takes the form of a boxing match, with each of the Kongs taking part in a single round. Concentrate on retaining your melons – you'll get at least two more tries if you run out of time in a single round, but losing your energy means starting all over again.

Round 1: Donkey Kong
Simply leap over the fire, then climb up the corner posts and time firing Donkey out of the barrel when K. Rool lifts his arms – he'll punch three, five and seven times in respective rounds.

Round 2: Diddy Kong
Dead simple. Avoid the initial boxing glove attack by running forward and backward, then take out the bullseye targets on the lighting rig above the ring, using the jetbarrels.

Round 3: Lanky Kong
Use Lanky's punch to reach the switches that appear, then grab the barrel that appears. Chuck it into the centre of the ring, then play music on a pad when K. Rool is diagonally opposite. He'll slip over – repeat three times and Lanky's done.

Round 4: Tiny Kong
Use Z+A to jump over the flaming rings, then use the Tiny Barrel to squeeze into K. Rool's shoe. Slide left and right to avoid K. Rool's toes, then press fire to shoot the raised toe at the end of the sequence.



Round 5: Chunky Kong
Use the music pad, hit the switch, then jump into the barrel. Time your Z+B punch for when K. Rool (or his shadow) is about halfway towards you. The third time, wait till he's all the way to your right. Done!





THE END?

Technically, that's your lot. DK Island is safe, there's a massive hoard of 201 bananas for the Kongs to munch through, and, if you've collected every item in the game, you'll have three different end sequences to gawp at. But we're sure there's a host of DK64 tricks and quirks that have yet to be discovered. So, if you've found a DK64 'thing', send it to us at:

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Played it! The best game of the year is almost here...



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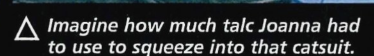
PERFECT DARK	
FROM:	Nintendo/Rare
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
GB PAK:	Yes
WHEN'S IT OUT?	
April worldwide	
ANTICIPATION RATING	

Nobody in their right mind would turn down the opportunity of spending an entire day with a finished copy of the N64's biggest game since *Zelda*. So when we got the call from Rare to say that *Perfect Dark* was ready for an extensive playtest, we travelled at *F-Zero X* speeds up the M5 to ensure that we didn't waste a single minute. Arriving at Twycross, our faces frozen into rictus grins via a combination of G-forces and happy anticipation, we were ushered into a darkened room where an N64, a copy of the game and a 50-inch TV awaited...

In case you've been hibernating somewhere for the past 18 months, *Perfect Dark* is the follow-up to *GoldenEye*, arguably the best first-person adventure ever made. It has a very similar mission structure, and the same combination of stealth and violence that made James Bond the most bankable videogame star since Lara Croft. But because Nintendo decided not to bid for the Tomorrow Never Dies licence, Rare's designers have had the freedom to create something completely original using the *GoldenEye* engine. Inventive new gadgets, aliens, terrorists, conspiracies, enormous environments, the biggest multiplayer game ever.

We've played it, we've seen every single one of the weapons, all of the levels, and we can assure you that when we left, our grins were even wider than when we arrived...

◁ *Brilliant reload animations are now a feature of the game. Even the enemies have them.*



△ *Imagine how much talc Joanna had to use to squeeze into that catsuit.*

▽ *Dead man walking! And another dead man just lying on the floor, dead.*



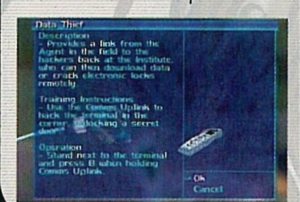
CT DARK

HI TECH

Any agent worth her salt needs a decent selection of gadgets, and Joanna Dark is no exception. Here's what her Q department has been cooking up for her...

Data thief

An upgraded version of the gadget that Bond used to break into computers in *GoldenEye*. This one has extra functions such as reprogramming and communication capabilities.



Threat detector

The secondary function on the Avenger weapon. Pass the viewfinder over a suspicious object and the weapon will analyse it and tell you exactly what you're looking at.



Infrared vision

The infrared goggles are very useful when exploring chilly environments – any warm enemies hiding in the shadows will show up as bright red shapes on your scanner.



Night vision

Used after cutting the power in the DataDyne building to make your escape with Dr Carroll. When the lights come back on, you'll be blinded if you don't remove your goggles.



Eye spy

A miniature flying video camera used for covert surveillance. As long as you don't fly it in full view of the guards, you can scout just about anywhere in a level and take photos.



GO! GO!


SIM PRETTY
This being the biggest and most extravagant multiplayer game ever, you'd expect something more than a standard easy / medium / hard difficulty setting for your bots, or 'sims' as *Perfect Dark* calls them. Instead what *Perfect Dark* gives you is sims with a personality, requiring different tactics to avoid or kill them. You unlock new types as you play through the game, and among the treats to look out for are vendetta sims, justice sims, predator sims, coward sims and the (frankly terrifying) perfect sim.





PERFECT WEAPON

There are more weapons in *Perfect Dark* than we could possibly tell you about in these pages. We'll just have to leave such delights as the liquid metal Maian equipment and the more outlandish Skedar weapons until the next issue of **N64**.

Each weapon has a secondary function, activated by holding B for about a second. Sometimes it's simply a variation on the primary function, other times it's a non-lethal shot to pacify or stun enemies, and there's even the occasional defensive capability too. Here's just a selection…

Cyclone

The weapon carried by the presidential elite guards. Fires an entire magazine in one go, spraying a wide area with bullets. Once you pull the trigger you can't stop it.



It's a bit like an emergency RCP-90. Unleashes a whole clip in one go.

Dragon

Brilliant! A hugely powerful machine gun which, once empty, can be primed with proximity explosives and dropped on the floor. Absolutely lethal in multiplayer games.



When you've used all your ammo, drop the gun on the floor and stand back.

Laptop gun

A covert weapon disguised as a computer which opens out, Transformer-style, into a machine gun. You can also place it in strategic locations as a remote drone gun.



Somebody feels the force of Joanna Dark's lethal computer virus.

Farsight

The most original deathmatch weapon we've ever seen. Homes in on heat sources and fires through walls to eliminate campers. Multiplayer combat will never be the same again.



Player three has a fix on player four. Time to start running, we reckon.

Pistol

Once equipped with a scope, the pistol has a 2x zoom feature. When you run out of ammo, switch to the secondary function and pistol-whip your enemies with the butt.



Civilian or armed terrorist? Shoot first, ask questions later. It's the safest way.

Grenade

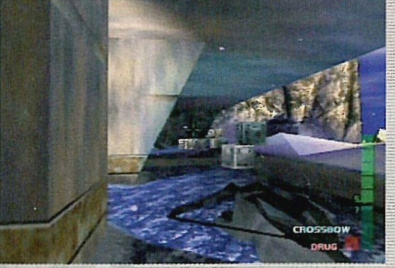
These little cylinders of doom can be used to blast through certain walls. In this picture, Joanna is using a grenade to clear a sneakily concealed minefield in Area 51.



There are loads of some very cool weapons in these cylindrical casings.

Crossbow

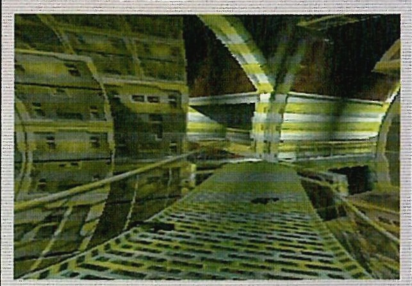
A silent way to neutralise enemies on a stealth mission. Can be fitted with lethal or non-lethal drug darts depending on whether the mission allows you to kill people or not.



You need to adjust the poison dose according to how tough the target is.

Slayer

A Skedar alien rocket launcher with a difference. Fires homing missiles or fly-by-wire guided missiles. Watch your enemies run as you pilot a rocket towards their base!



The rocket flies slightly faster than the enemies can run. There's no escape!

CMP-150

Locks on to four enemies at once. Pop your head round the corner, acquire your targets, duck back, and when you look again you'll still have those four targets marked for death.

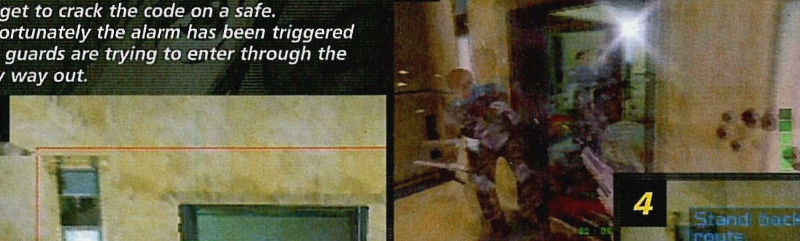


Four marked men kneel before the power of the CMP-150. Eat lead, guys.

SHOOTOUT

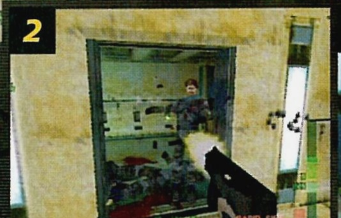
Gunfights in *Perfect Dark* are far more tense than they ever were in *GoldenEye*. The enemies are smarter, tougher and many of them are veritable Bruce Lees when it comes to hand-to-hand combat. Let them get too close and you're in for a painful lesson.

1 Jo's right at the heart of a heavily defended complex, using a timed gadget to crack the code on a safe. Unfortunately the alarm has been triggered and guards are trying to enter through the only way out.



3 Having run out of ammo, we've switched to the magnum. But there are too many of them, and the blurred screen shows that Jo is feeling dizzy from taking a few punches to the head.

4 Help is on its way! Just as well, because even the magnum has run out of lead now. Hurry it up, please!



2 See how well the auto-target system works. A single volley of shots and there are four corpses and a whole lot of blood on the floor.



5 It's too late. Jo found some more ammo on one of the dead guards but there's no time to reload. These three karate experts will make short work of an unarmed agent.

AWARD WINNING
On top of the *GoldenEye* awards for most cowardly, most honourable and so on, you can also win medals to improve your ranking. It takes a superb performance to get one of these beauties on your permanent record, but it's worth it because it's a great way to make your opponents feel truly humbled. There are four to collect: accuracy, head shots, killmaster and survivor.



SNIPER ASSAULT

Perfect Dark's missions are long and extremely varied. The difficulty setting you choose often does a lot more than just toughen up the enemies and add a couple of extra objectives. In the example here, mission two, a higher difficulty setting means you actually start down on the pier with the hostage negotiator, with an enemy sniper positioned where you started the mission on the easier settings. Here's what the first half of this monster mission has in store...

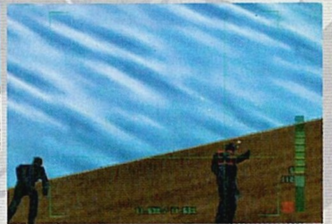
Mission Overview
1: Save the Negotiator
2: Eliminate Rooftop Snipers
3: Activate Wind Generator
4: Rescue Carrington
Accept
Decline

Part 1: Save the negotiator

The first part of the mission is either completed or failed in a matter of seconds. You start on the cliff overlooking a secluded beach villa. The negotiator is awaiting execution at the hands of two of the bad guys. Two quick, accurate head shots are all you need. Miss and the negotiator is a dead woman.







Maximum accuracy and nerves of steel are required here.

Part 2: Eliminate the rooftop snipers



A heart shot is as deadly as a head shot, most of the time. Take that!



That's one bad guy who won't be sniping again.

They're positioned all over the place, and not just on the roof. As you make your way down from the cliff you'll encounter resistance from guards and snipers along the way. It's a good opportunity to admire some of the new animations – the guards crawl on the floor to avoid your rifle scope and the snipers topple from their positions when you shoot them. You'll also have to explore the villa (which comes complete with fitted bedrooms, a dining hall and a sprawling network of basement tunnels) to find the last snipers.



GO! GO!

CUSTOM WEAPONS
More great news for multiplayer fans is the option to choose exactly which weapons will appear in the arenas. So, if you want power weapons but find the devastating effect of the RCP-120 to be just a little too excessive, you can turn it off. You can specify just one or two weapons (a farsight and a magnum, for example) to create customised deathmatch scenarios, or go for the full monty and stash the levels with every bit of hardware available. There's something for everyone in there.



COMBAT SIMULATION



Combat Simulation mode is where you'll find *Perfect Dark*'s mind-boggling array of multiplayer options.

The game's designers have incorporated every decent deathmatch option from the very best PC first-person-shooters, thrown in a whole bunch of brand new ideas we've never seen in any other title, and created the biggest and most comprehensive multiplayer game you'll ever play on your N64.

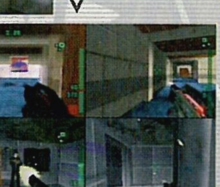
Arenas

Unlike *GoldenEye*'s mixture of purpose-built deathmatch levels (such as the Temple and Library) and extracts from the solo game (such as the Archives and Bunker), *Perfect Dark*'s battle arenas are all designed specifically for multiplayer carnage. They're generally much bigger too, which is particularly handy when the place is filled with sims. And as a special bonus, you can unlock a few classic *GoldenEye* leftovers. Does the name Felicity ring any bells...?



The blue-tinted sims are your friends in this four-on-four match.





The radar has different shapes to identify the different players.

Recognise this? The toilets are up the stairs on the right and the bottling plant is to the left.

Challenges

The combat challenges pit you and your friends (or your favourite team of sims) against the computer in a series of 30 scenarios. The one we've spent the most time playing is a tense four-player battle against a team of four farsight-equipped aliens in the old *GoldenEye* Complex. Put in a decent performance and you can win a challenge award...



There's a great light show going on behind the menu screens.



Two players have decided to stick with more traditional weapons.

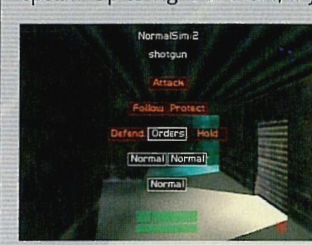




Spotted a camper. One accurate shot from the farsight can kill.

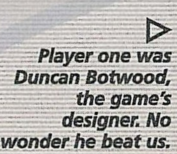
Simulants

If you're short of players for a good deathmatch, why not invite along a few computer-controlled bots, or sims in *PD*-speak? Up to eight of them, if you fancy a challenge. Even if you've got the full complement of four human combatants, you can add another four sims to make the arenas very busy indeed. The sims can be assigned as team mates, freelance enemies or an opposing force for you and your mates to take on.



Stats

Your personal combat simulation stats can be saved on a controller pak so you can fight your friends using the character you've built up in training. Everything from the number of hours you've spent playing to the amount of damage you've inflicted is stored, along with your skill rating, which can be 21 different levels from Beginner to Perfect.





Player one was Duncan Botwood, the game's designer. No wonder he beat us.

Team up

There's a true co-operative mode with the same levels, difficulty settings, enemies and mission objectives as the one-player game. You can either play the entire game with two players from start to finish, or you can invite a friend along to help you crack one of the seriously difficult later missions if you get stuck.



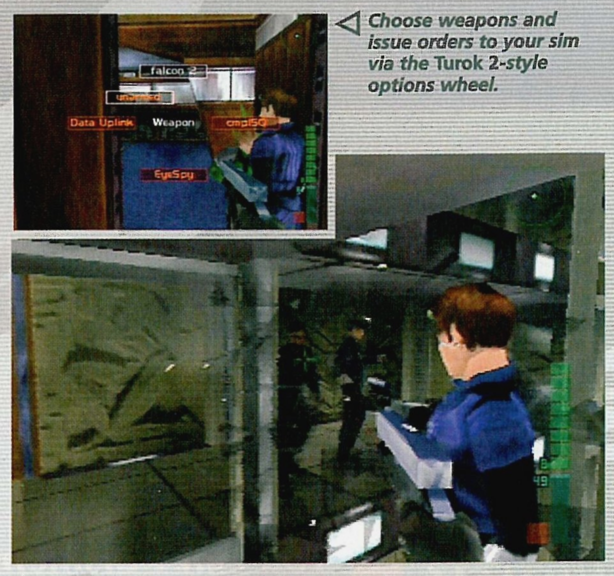
The further you get in the game, the more characters you'll be able to choose from.

"Cover me, I'm going in." Co-op mode is great fun.

Player two operates the Eye Spy. Well played.

Solo co-op

Who needs a second player to have a co-op game? You can bring a sim with you, and although it won't complete any of the mission objectives on its own, it can be very handy for covering your back and providing extra firepower.



Choose weapons and issue orders to your sim via the Turok 2-style options wheel.

It's a robotic Joanna Dark. You could also use any of the extra characters you've won as your simulant buddy, if you prefer.

BONUS WEAPONS

If the 40+ weapons created for the game aren't enough for you, you can unlock a bonus piece of nostalgia in the form of the *GoldenEye* guns option. Almost all of Bond's old weapons are included, and you can pick out your favourite ones for use in deathmatches. That way you can see how the firepower of the RCP-90 and AR-33 compares with their-futuristic counterparts, the RCP-120 and AR-34.





Different sides

As if a genuine co-op mode wasn't enough, there's also a two-player-only option called counter-operative. Select this and one player takes control of the entire enemy army, switching control between different guards when one gets killed. The other player is Joanna, with the normal mission objectives from the one-player game.

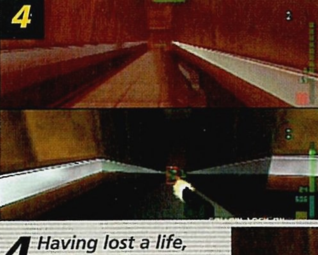
1 *It starts here. Joanna is on the top screen and the counter-op is on the bottom. It's a game of cat and mouse, particularly if both players know the mission well...*



2 *...But the counter-op is caught out, shooting one of his own men in the back while Joanna disposes of a couple of surprised drones just around the corner.*

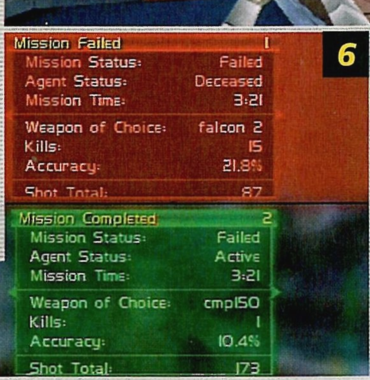
3 *Behind the steel door Joanna can snipe through the glass. A head shot or a good direct hit is fatal, thanks to the counter-op's reduced health bar.*





4 *Having lost a life, player two warps into the head of another guard and takes player one by surprise. The lock-on gun lands several solid hits, causing massive damage.*

5 *Even the bad guys have to reload in this game! Once the magazine is in place, player two will rush through that door and finish the ailing Ms Dark.*



6 *And it's all over. Fifteen kills for Joanna and only one for the counter-op, but it was the one that counted and the mission has failed. A result for the bad guys and embarrassment for poor Jo.*

EXPANSION PAK

The version we played used the expansion pak to provide *DK64*-style enhanced graphics and larger levels. You need to have a pak installed in order to get the game to work at all, although Rare are currently toying with the idea of a simplified multiplayer-only game for unexpanded N64s, presumably to avoid complaints from people who unwittingly buy *Perfect Dark* for a pakless machine.

GO! GO!

JUST SAY NO
Expert players will love the non-lethal weapon known as the drug gun. The drug gun fires poison darts, and the more of them you drill into your opponents, the more dizzy they become and the more their quarter of the screen blurs and loses its focus. They can still fight back, particularly if they have a lock-on weapon, but against lesser players it's an ideal opportunity to go for those accuracy and head shot medals.



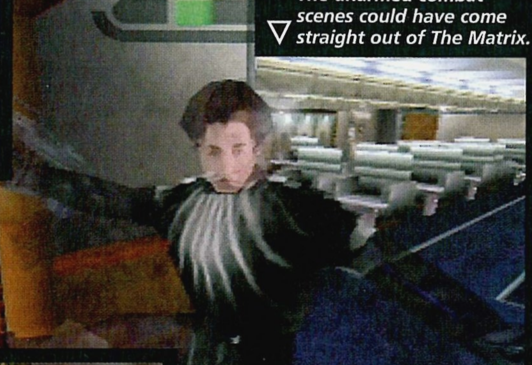


So this is *Perfect Dark*. Or a tiny part of it, at least. The game is so vast that we can only begin to scratch the surface in eight pages. But the best thing of all is that despite the level of expectation surrounding it, not even the harshest of critics could call *Perfect Dark* a disappointment.

According to Rare, only 30% of the original *GoldenEye* engine remains, providing a basic framework to construct levels and animate characters. It's obvious, right from the moment you start the first mission, that the game is *GoldenEye*'s baby. It has the same feel to it, albeit with a lot more polish, and you'll be right at home with most of the controls. The most startling improvement is in the graphics. *Perfect Dark* looks much more solid than *GoldenEye* (which still doesn't look at all shabby two-and-a-half years on) and includes far more complex levels. Real-time lights cast star-shaped coronas, and shooting them out visibly darkens the surrounding area.

The bad guys are smarter than before, possessing the ability to run for cover when under attack. They also make use of objects such as walls and pillars to sneak up on you when you're otherwise engaged trying to figure out how to accomplish a tricky mission objective. If they're carrying a weapon, they have to reload just like you do – a perfect opportunity to attack them. You can disarm them by shooting the gun out of their hands or running up and snatching it, in which case they'll either surrender and beg for mercy or break out some nifty martial arts moves.

The game is packed full of speech, and not just during the cinema scenes. If you walk up to a friendly person or a civilian, they greet you or stop to chat. If you then whip out a gun and point it at them, you can get some amusing



The unarmed combat scenes could have come straight out of The Matrix.

Dr Carrol isn't in the best of health when you locate him / her / it. What happened?



These deadly weapons are like Robocop's miniature machine guns.

Joanna's unorthodox method of hailing a cab often leads to misunderstandings and violence.

VISUALS ***You can't dismember people, but you do get lots of red splashes on the walls and puddles of blood around corpses.***

PORTABLE DARK

We've known for quite a while that *Perfect Dark* would be compatible with the transfer pak, but Rare's latest surprise comes in the form of this stand-alone Game Boy prequel to the main game. It's a complete game in itself (with rumble pak, printer features, infrared link-up and two-player deathmatch) but plug it into the transfer pak and you can unlock even more of the N64 game. Just like its bigger sibling, the Game Boy version includes various cheats, and uploading them onto the N64 cart will activate extra characters and options which you won't be able to get any other way.

Targets
Similar to the weapons practice range you find in the basement of the Carrington Institute in the N64 version. Hit the dummies in the heart to get a perfect score.



Hostages
Storm the building and rescue all of the hostages. You'd better be careful where you point your weapon though, because dead civilians equal a failed mission.



Institute
The Game Boy features the Carrington Institute too. Could this be where Joanna Dark impresses her training instructors enough for them to grant her the N64 assignment?



Spider
And it certainly isn't all harmless training. Those spider drones are deadly if you get to close to them. Pick them off from a distance or, better still, run like hell.

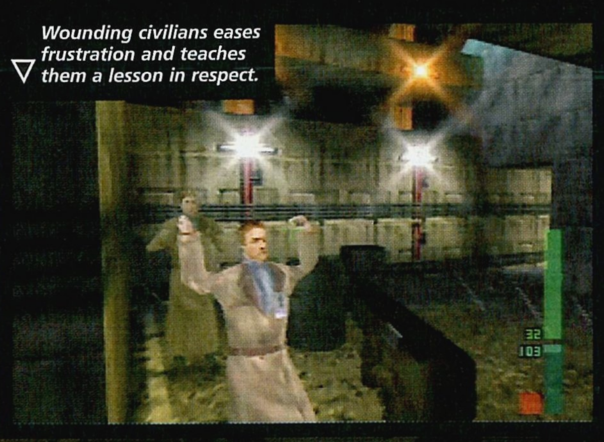


Bovine
Help! It's the scary cow from *Conker's Pocket Tales*, etched onto the wall like a silhouette of beefy evil. Rare's in-jokes have a strange way of giving us cold sweats.



responses. Joanna uses a headset to stay in contact with her HQ at the Carrington Institute, and Sean Connery soundalike Mr Carrington often butts in with useful information. There are also a few quips delivered after particularly good kills ("That hurt"), plus a load of comments from the friendly Maian alien, Elvis, who accompanies you on a mission after you've saved him from dissection in Area 51. Even the guards chatter away constantly and, usefully, say things like "I've been hit," after you empty an entire clip into them.

Considering this is a flagship Nintendo title, there's a surprising amount of blood and gore. Bodies remain on the floor for a long time, only disappearing when too many of them start to pile up during your killing spree. You can't dismember people, *Turok 2* fashion, but you do get lots of red splashes on the walls and puddles of blood around corpses. Wounded civilians stagger to safety, leaving a gory trail behind them. It's likely to ensure a 12 or 15 certificate for the game – another Nintendo first.



▽ Wounding civilians eases frustration and teaches them a lesson in respect.

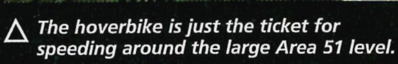
Perfect Dark is undoubtedly the most thorough game ever to appear on the N64. It makes use of every single Nintendo peripheral, from the controller pak to the Game Boy printer, and from what we've seen of it so far, the difficulty level is enough to ensure that it will last just as long as *GoldenEye*. Stay tuned for more exclusive info and pics next month, with a full review following straight after in issue 41.



△ The game contains plenty of cinema scenes, all with atmospheric music and classy voice acting. Great stuff.



▽ We're definitely a long way from home now. That's a large green Skedar warrior. Somebody help!

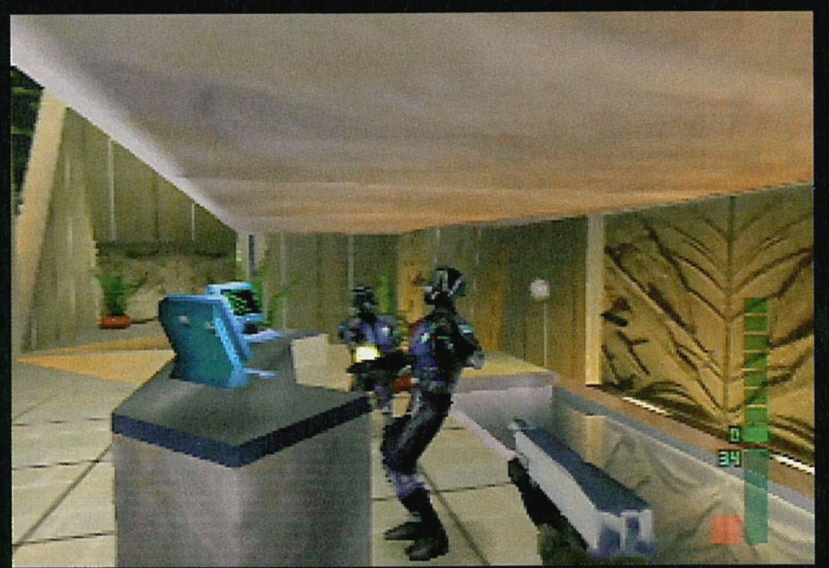




△ The hoverbike is just the ticket for speeding around the large Area 51 level.

◁ Check out the dart sticking in that guy's back. He'll be harmless for a while now.

▽ The pistol offers a more permanent solution. They won't be getting up.



FACE OFF

Grab yourself a Game Boy camera and transfer pak and you can make your own heads to put on characters in the multiplayer games. With the peripherals plugged into your controller you can take a picture and view it on the TV screen or download any of the snaps you've got stored in the camera's memory. Then just crop the face to remove unwanted detail, reshape the polygon head to make it all fit, and you're in the game.

Step 1

Strike a pose, there's nothing to it. Andrea gets busy with the Game Boy Camera and tries to look like a stern, authoritative killing machine. No, seriously.





Step 2

And there she is as *Perfect Dark* sees her. The screen update is quite slow if you use the transfer pak but it means you don't have to have a Game Boy handy.

Step 3

Now she drags the corners of the blue box so that only her face is in the shot. She'll have to add a suitable hairstyle from a selection of alternatives later on.





Step 4

Since all heads are not alike, Andrea must manipulate the depth slider and tweak the polygons to create a digital approximation of her own mumsy bonce.

Step 5

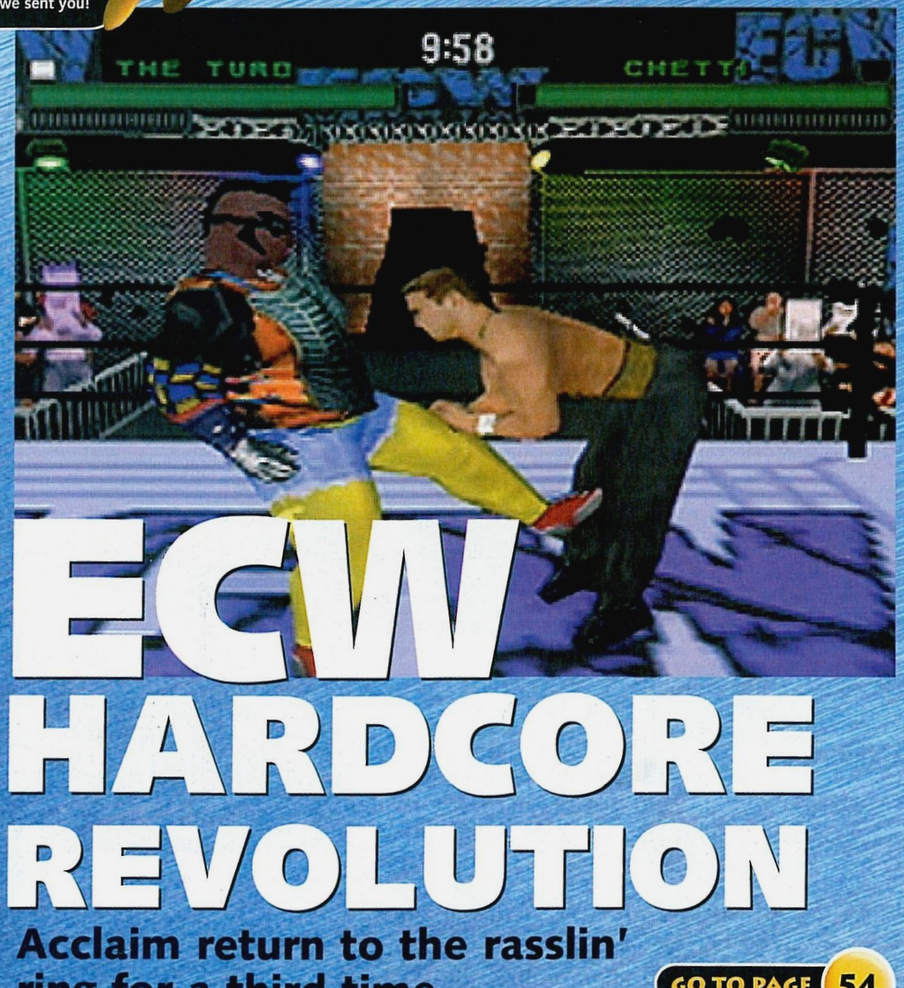
It's time to roadtest our virtual Bally. Looks like something has gone a little haywire, since she's lacking a neck. No wonder her face is so red. Some work to be done...



THE LATEST UK N64 GAMES REVI

N64 MAGAZINE ARENA

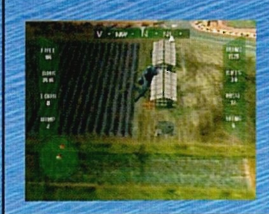
Having trouble finding a game?
Try CA Games on **0141 334 3901** and they should be able to help with all your UK and import N64 needs. Remember to tell them we sent you!



ECW HARDCORE REVOLUTION

Acclaim return to the rasslin' ring for a third time...

GO TO PAGE 54



Nuclear Strike

THQ get retro fever with this golden oldie update.

GO TO PAGE 58



Hydro Thunder

Midway's ace arcade racer makes a – ta da! – splash!

GO TO PAGE 62



Supercross 2000

EA roll out a mud-splatterin' bike sim. With stunts!

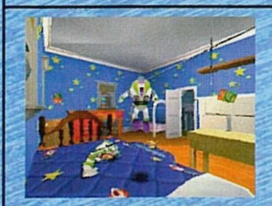
GO TO PAGE 64



A Bug's Life

Platform heaven or tiresome dross? Find out here...

GO TO PAGE 65



Toy Story 2

The game o' the film gets a welcome PAL release.

GO TO PAGE 66



The games they're playing in America and Japan.

Mario Party 2



More games! More boards! More fun!

GO TO PAGE 68

Harvest Moon



Natsume's excellent farming RPG hits the USA!

GO TO PAGE 72

EWED, RATED... AND COMPLETED!

How it works

Team 64 are gaming experts. They can play games and finish them, make definitive judgements *and* write it all down in a clear and entertaining way.

ESSENTIAL INFORMATION

Our reviews are the biggest and best in the world. But you'll need to know a few things before you start...

INFO BURST	
METROID 64	
FROM:	Nintendo
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	xx pages ✗
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✓
EXPANSION PAK:	✗
RUMBLE PAK:	✓
GB PAK:	✗
WHEN'S IT OUT?	April / May / Nov
COST: £40	

THE INFO BURST

Look for this in all our reviews to get an idea of whether the game in question uses N64 peripherals like memory and expansion paks. Also, we'll tell you whether it works with the new GB Pak, when it's out and how much it costs.



GAMERS TV LINK

Watch out for this special symbol – and the date – as it means that one of our reviewers will be appearing on ITV's Gamers show at 12.30 on a Saturday, reviewing the game in question!

IF YOU'RE IN A HURRY

We've tried to provide the most comprehensive reviews around, but if you're in a hurry, you can always just use our Verdict box!

PLUSES AND MINUSES

These tell you the good and bad bits about the game, breaking them down into easy-to-spot pluses and minuses.

IF YOU LIKE THIS...

The N64 has hundreds and hundreds of games – some of which will be similar to the game we're reviewing. So, in order for you to easily seek out another title of the same type, the 'If you like this...' box gives you an alternative choice. For example, if you liked *GoldenEye*, you might also like *Turok 2* or *Quake II*.

VISUALS What does the game do with the N64's stunning graphical power?

SOUNDS How good are the game's sound effects and music?

MASTERY How well does the game make use of the N64 and its incredible hardware?

LIFESPAN Will the game last you for months or a matter of hours?

VERDICT An overall opinion of just how good the game actually is. Plus, of course, a score.

pluses and minuses



- Amazing levels.
- Appalling music.

If you like this...

Mickey Mouse 64
Rare
N64/45, 96%
Amazing *Mario*-beating Mickey Mouse-a-thon.

9 VISUALS
8 SOUNDS
8 MASTERY
7 LIFESPAN
VERDICT

HOW N64 SCORES A GAME

Because N64 carts are so expensive, we won't award our Star Game until we know you'll be getting your money's worth.





85% and above *Only after playing a game right through to the end will N64 Magazine consider awarding it a Star Game badge.*

84% – 70% *If we award a game 70%-plus you can be sure it's fantastic fun, if not perfect, and well worth thinking about adding to your collection.*

69% – 50% *Every so often there comes along a game that's perfectly playable but just not special in any way – and simply doesn't make good use of the N64.*

49% – 20% *Here you'll find games that are lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place. These are to be avoided.*

19% – 0% *The disaster zone. There have been a couple and we've not shied away from giving them the firm kicking they deserve. Absolute, wretched crud.*

TEAM 64

Ah, *Perfect Dark*. It's brilliant! So brilliant, in fact, that we decided we'd break with tradition and give it an airing in Team **64**. (We didn't really want to pose as wrestlers, anyway.) So, here are those GB camera deathmatch poses in full...



TIM WEAVER
"With my face in the game, I'll be unstoppable!" squealed Tim. Everyone promptly gunned him down.
GAME OF THE MONTH Hydro Thunder

WIL OVERTON
The Game Boy camera couldn't compute Wil's writhing mass of oily tresses, and suddenly exploded.
GAME OF THE MONTH Harvest Moon

ANDREA BALL
After glueing her hair down using toothpaste and Domestos, Bally's 'motorcycle helmet look' made her even scarier.
GAME OF THE MONTH Mario Party 2

JUSTIN WEBB
Sad, isn't it?
GAME OF THE MONTH Nuclear Strike

JES BICKHAM
It took several attempts to take Jes's picture, due to the blinding effects of immense spam-glare.
GAME OF THE MONTH Hydro Thunder

MARTIN KITTS
Kittsy made us erase his picture when we'd finished playing. "I don't want any loose ends," he explained.
GAME OF THE MONTH Harvest Moon



MARK GREEN
Nice Mark believed PD would offer the chance for "some enjoyable family time in multiplayer".
GAME OF THE MONTH Mario Party 2

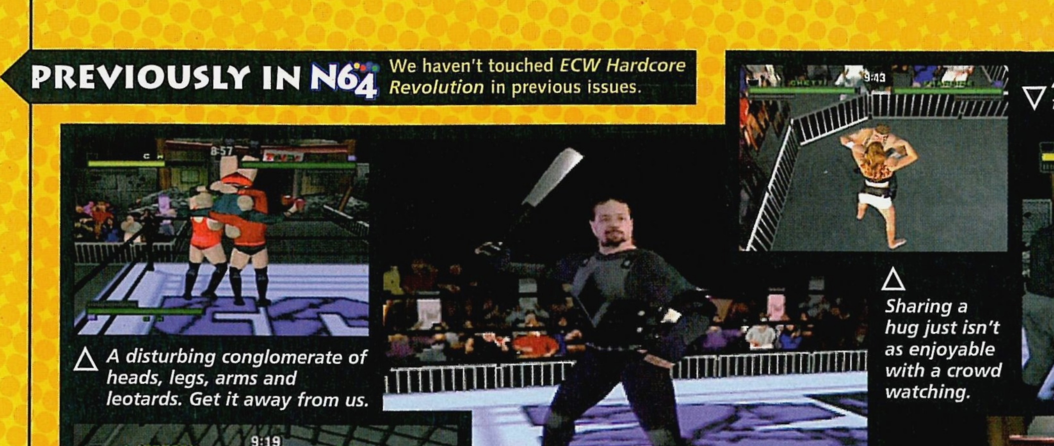


DARK MARK
Dark Mark believed "it would offer the chance of 'slotting' someone without any of the consequences".
GAME OF THE MONTH ECW Wrestling



SALLY BROWNE
Exotic new Aussie girl Sally had no sooner joined ***N64*** *than she was gone again. Andrea was just a little too scary.*
GAME OF THE MONTH A Bug's Life

PREVIOUSLY IN N64 We haven't touched *ECW Hardcore Revolution* in previous issues.



A disturbing conglomerate of heads, legs, arms and leotards. Get it away from us.

"What's that? Wrestling, you say? This isn't the baseball stadium, then? Right. Er, I'll be off, then."

A camera view like this is only possible in the Cage Match. A real beauty, though, isn't it?

Sharing a hug just isn't as enjoyable with a crowd watching.



Any minute now, we imagine there'll be a fair amount of stomach-kicking going on.

The guy on the floor's had his family jewels taken care of.

ECW HARDCORE REVOLUTION

A new wrestler joins the fight club.

INFO BURST

ECW HARDCORE REVOLUTION	
FROM:	Acclaim
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	28 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Feb	March	TBA

COST: £40

CUSTOM BUILT

Little has changed since *WWF Attitude*'s create-a-wrestler mode, but it's worth highlighting again just how gob-smackingly brilliant it really is. Everything from the wrestlers' wigs to the text on the back of their shorts can be tinkered with, and you can mix and match the moves, entrances and swaggers from as many different existing grapplers as you like. Tim has fashioned some truly frightening ECW fighters, including the oversized buffoon Chad Satchel and his 'interesting' fighting technique – kicking his opponent in the legs over and over again, until they fall over.



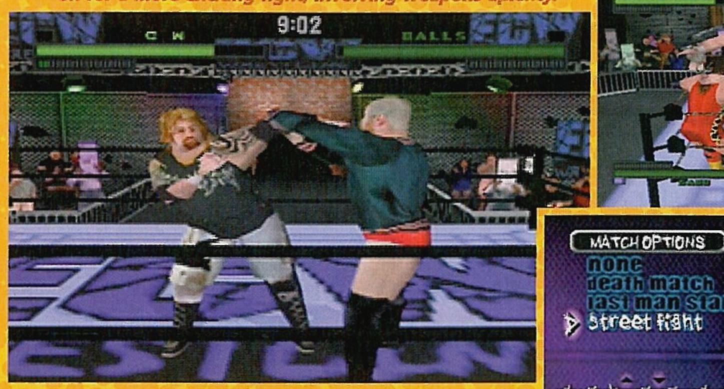
Chad Satchel in full effect. See that boy kick.

A particularly hideous freak, as thrown up by ECW's 'random' option.

The infamous Chad Satchel, at the design stage. Note similarity to Mr T. He ain't getting in no aeroplane.

NO OPTION

The 'Street Fight' in all its glory. Turn the Death Match option on for a more exciting fight, involving weapons aplenty.



The Chinese Burn is still a fundamental part of wrestling. There's no opportunity to tell teacher, either.

Three options (from a maximum of five) does not a comprehensive wrestler make. Disappointing, Acclaim.

Maybe we've been spoiled by the brain-frazzling comprehensiveness of previous wrestling games, but *ECW Hardcore* seems short on options. Once you've fiddled with the 'Win Modifiers' – one or two options that determine how a match is won – there's almost nothing left to customize aside from the type of arena. There's only a handful of stadia, too, including the disappointing 'Street Fight', which, rather than being an all-out, bone-crunching battle on the New York sidewalk, is simply a normal ring surrounded by the odd brick and paving stone. Rubbish, frankly.

AXL WHO?
Even your gran's probably heard of Hulk Hogan (or Hollywood, or whatever he's calling himself these days) but you'd be hard pushed to recognise any of the jobbing actors and unattractive nobodies in *ECW Hardcore*. So, here's our cut-out-and-keep guide to remembering who's who...

Axl Rotten
Distinguishing feature: Outrageous blonde mullet.
Looks like: A female Chris Farley.

Dreamer
Distinguishing feature: Fat.
Looks like: A more attractive Chris Moyles.

S Crazy
Distinguishing feature: Vertical goatee.
Looks like: That bloke from Jonathan Creek.

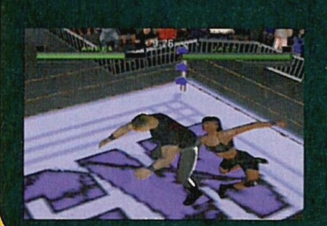
Roadkill
Distinguishing feature: Hey-hey! It's the Amish guy who gets in fights!
Looks like: An Amish guy.



DIRTY TACTICS

The Queensbury rules are straight out of the window in *ECW Hardcore*. Instead, the only rule is: there are no rules.

BELOW THE BELT
Back in 'the day', strikes below an opponent's waist were strictly forbidden. Nowadays, the odd punch in the groinal area is positively encouraged, and comes with a special 'ding!' noise to emphasise the hilarity of the moment. Guaranteed to have everyone else in the room crossing their legs and wincing.



RING OUT
There are two routes outside of the ring – climbing out yourself, or being hit so hard that you somersault right over the ropes and land flat on your face next to the spectators. Once there, though, fights are much more exciting – that's if they don't dissolve into a slapstick chase around and around the ring.



THE CAGE
The infamous 'cage match' surrounds the ring with a high metal fence. That means no rebounding off the ropes or ringside grappling, but there's the irresistible opportunity to climb to the top of the fence and come slamming down on someone's head. Or, more commonly, land on the mat and break both legs.



TAG TEAM
Pain is never good, but it's wise not to take a hefty pummelling from one member of a Tag Team. The reason? His mate will join the fray, and together the two of them will execute a particularly painful move on your battered body. The worst is 'The Splits', where each fighter grabs a single leg, then pulls outwards. Oof!



We remember, back in 1998, leading our review of THQ's *WCW vs NWO Revenge* with a giant picture of everyone's favourite scraggy-haired, paint-faced WCW wrestler, Raven. How times change. Not only have THQ lost the WCW license to EA, but Raven has left his flock to join Extreme Championship Wrestling, the newest and bloodiest form of wrestling. Subsequently, he pops up in this latest game from Acclaim, who've adopted ECW after THQ nicked the WWF license from their grasp.

Trouble is, Raven is just about the only character we recognise. ECW wrestling might be bloodier, swearier and meatier than its more popular cousins, but it's also filled with grapplers who no-one's ever heard of. Having over 50 fighters doesn't hold much weight when most of them wouldn't look out of place working behind the till at Sainsbury's, and, with names like 'Balls', 'Smothers' and 'Big Sal', they're not scaring anyone.

Not that it matters in the long run. Once *ECW*'s wrestlers step into the ring, you'll be hard pushed to spot the differences between this game and its prequel, *WWF Attitude*. There's the same slightly comical, Benny Hill-style speed of movement, the same routines for rebounding off the ropes and leaping out of the ring, and plenty of moves and grapples borrowed from the previous game. Peer closely and you'll notice a greater emphasis on punching and kicking, in line with ECW's more brutal nature, but otherwise *ECW Hardcore Revolution* is filled with photocopies of *WWF Attitude*'s fighters.



LIFESPAN ***Once ECW's wrestlers step into the ring, you'll be hard pushed to spot the differences between this game and its prequel.***

It's not only the wrestlers that bring on a feeling of déja vu. The arena style, the entrances, the options, even the end-of-

GO! GO!

pluses & minuses

+
- Oh so fast.
- Bloodier than most wrestling games.
- A barrel of laughs with friends.

–
- No attempt to improve on *WWF Attitude*.
- Fans of grapple-based controls won't be pleased.
- Disappointing opponent AI.

If you like this...

WWF Wrestlemania 2000
THQ
N64/36, 90%
Currently the greatest wrestling game in existence. Lovely.



9 VISUALS
Almost identical to *Attitude*, but impressively hi-res all the same.

7 SOUNDS
The usual stuff, plus the odd unintelligible sliver of speech.

8 MASTERY
It puts the N64 to good use, but Acclaim have left the prequel's code largely untouched.

8 LIFESPAN
There are options all over the place, and it's as funny as ever with mates.

VERDICT
Acclaim's wrestling is still comprehensive and authentic, but lacks both improvements and a big-name license.



CAREER MODE

The lid lifted on *ECW Hardcore*'s reasonably enjoyable one-player game.

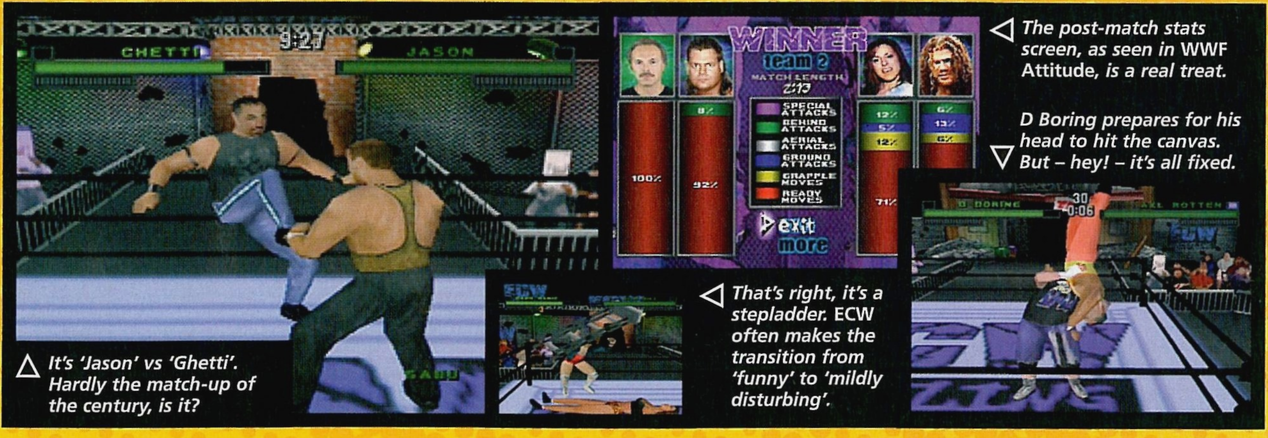


1 The first job is to scan the roster of likely-looking fighters and choose the one whose career you'd like to massage. We've chosen man-woman hybrid Jazz.

2 Up pops a neat little calendar, showing your fighter's schedule. Unlike Ready 2 Rumble, there's no option to train your fighter – instead, it's straight into the first battle.

3 Luckily, your first opponent is one of the game's programmers. To break his face, all that's needed is a few of the simpler moves. Pin him after three minutes and he'll give in.

4 Pushing the analogue after the fight brings up the current championship rankings. Sadly, Jazz is still a long way off from winning the highly coveted 'Acclaim Belt', so more fighting is needed.



It's 'Jason' vs 'Ghetti'. Hardly the match-up of the century, is it?

That's right, it's a stepladder. ECW often makes the transition from 'funny' to 'mildly disturbing'.

The post-match stats screen, as seen in WWF Attitude, is a real treat.

D Boring prepares for his head to hit the canvas. But – hey! – it's all fixed.

match stats screens are totally unchanged. Granted, it's official sports sim policy to release the same game over and over again, with barely noticeable improvements each year. But, with THQ's games winning the wrestling match in the charts time after time, and *Attitude*'s look and style looking distinctly old-hat next to *Wrestlemania 2000*, it's surprising to see Acclaim do little more than change the three capital letters on the title screen.

> **MASTERY** *Fighters can kick opponents in the face, or leap up from the ground to punch their foe in the groin, and the blood flows like wine.*

Still, *ECW Hardcore* is fast, in contrast to the slightly syrupy grappling of *Wrestlemania*, and the moves are the most horrifically violent yet. Fighters can kick opponents in the face, or leap up from the ground to punch their foe in the groin, and the blood flows like wine – we even saw one fighter respond to a particularly nasty beating by wetting himself. It's not quite as bloody as we expected – *ECW* doesn't look in danger of courting anything approaching an '18' certificate – but it's certainly the wrestling game most liable to have mums ringing up to give the publishers a stern ticking off.

Pulling off the most gruesome moves isn't easy, though. Once again, Acclaim have decided to upset diehard fans of THQ's grapple-heavy system by employing a beat-'em-up style combo system, where only fast-moving fingers can unlock the biggest hits. It's initially frustrating – your first few matches are likely to be nothing more than exchanges of simple kicks and punches, with only the odd spectacular moment where Rhino, lying stunned on the floor, has Dawn Marie trot over and put her foot through his head.

Flick through the moves list, though – handily available at any point from the pause menu – and the showier moves will soon be easing their way into your repertoire, and to superb effect. The best move of the stupidly-named Dreamer, for example, involves kneeling on top of a floored opponent and simply punching their face in. It's satisfyingly over-the-top – Acclaim are leaning increasingly towards arcade-style fighting with their wrestling games, and *ECW Hardcore*'s frenzied exchanges of ridiculously acrobatic blows help make it the fastest and most action-packed of the lot.

For the best matches, though, it's advised to give the computer opponent the cold shoulder. The one-player career mode, where a dodgily-named fighter can be dragged from obscurity into the giddy heights of pay-per-view matches, is well-designed and fairly enjoyable. But the computer AI, which will happily let you spend the full ten minutes of a match kicking it in the stomach, can make any time spent alone with *ECW Hardcore* a tiring and lonely experience.

So, once again, it's left to the hilarious multiplayer to prevent a wrestling game being thrown in the bin after three days. The comedy value of *ECW*'s frantic fighting is much better shared with three

[redacted]

5 *The next battle is a Tag Team Match, but – isn't it ironic? – your partner is one of those gangly programmers. A victory doesn't seem assured.*

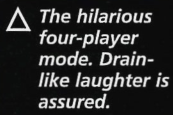
6 *Sure enough, Jazz and his/her weedy geek friend suffer a heavy defeat. No time to sulk, though – there's a TV fight scheduled for Saturday. A wrestler's work is never done, eh?*

BEHIND BARS
We thought we'd seen the last of PAL borders – those huge black bars at the top and bottom of the screen – back in 1997. But, horrifyingly, *ECW Hardcore*'s playing area is sandwiched between two gigantic borders. Hopefully they'll be gone by the time the game arrives in the shops. If not, we'll have to visit Acclaim's offices and go mental on their damn A's. Again.

friends, and there are a fair number of modes to choose from, including the probably-illegal 'Barbed Wire' match, where fighters can knock themselves out – literally – on the razored metal stretched around the ring. And Acclaim's unsurpassed create-a-wrestler feature throws up all manner of bearded fatties and showercap-wearing freaks to make battling with friends all the funnier.

ECW Hardcore, then, is a mixed bag. On the one hand, it's as fast, over-the-top and exciting as *WWF Attitude* – largely on account of it being the same game wearing slightly different clothes. But, on the other, it suffers when compared to THQ's more comprehensive, more compelling WWF title – and if you already own *Attitude* or *Wrestlemania*, this is difficult to recommend. Let's hope that, next time, Acclaim come out fighting with their next ECW title, rather than repeating the tactic of limply holding up their fists and hoping for the best.

MARK GREEN



△ *The hilarious four-player mode. Drain-like laughter is assured.*



△ *Yep – A Master is lifting Big Sal into the air here. A record-breaking feat.*

PREVIOUSLY IN N64

We took a long look at *Nuclear Strike* a couple of months back, in issue 37.

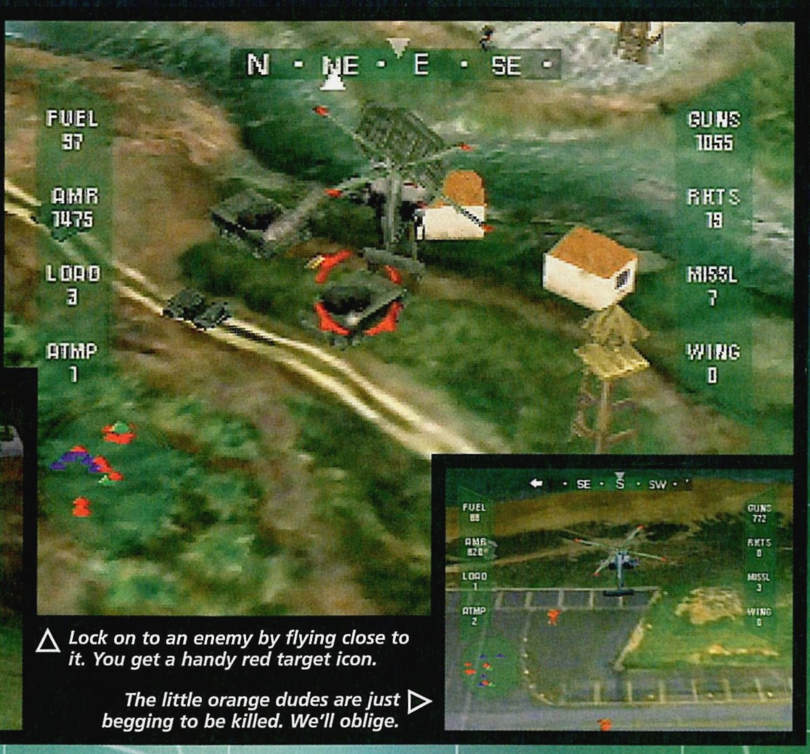
GET PAK
Nuclear Strike looks a whole lot better in medium-res mode and it doesn't seem to make any difference to the speed of the game. That's what we like to see. You'll need an expansion pak though, so be prepared for fuzzier graphics if you're not already a *DK64* owner or you just refused to spend £30 on 4Mbs of RAM out of principle. Perhaps now that Kong and chums have flooded the market with unwanted paks, there'll be a few second hand bargains at closer to the £5 4Mbs of PC memory would cost…



◁ Protect that jeep – it's being driven by one of your Strike Team chums.

▽ We like this game. It isn't deep but it's a good bit of mindless blasting action.





△ Lock on to an enemy by flying close to it. You get a handy red target icon.

The little orange dudes are just begging to be killed. We'll oblige. ▷

NUCLEAR STRIKE

The choppertastic shoot-'em-up classic comes to the N64.

INFO BURST

NUCLEAR STRIKE	
FROM:	THQ
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	1 page ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✓
EXPANSION PAK:	✓
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	March	TBA

COST: £40

FREE FLIGHT

Because *Nuclear Strike* is basically an all-out shoot-'em-up, you don't have to worry about crashing into hills or tall objects. Flying over high terrain makes your Apache increase its altitude automatically, leaving you free to circle around enemies camped out on mountain tops. Only a loss of one of your three life bars will ever cause a crash.







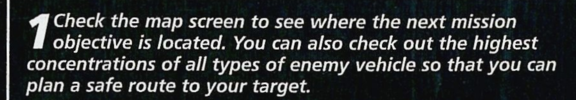


△ Now that's a fatal situation. Low armour means you'll soon cop it.

◁ You don't have to worry about clipping the tops of the towers.

MISSION POSSIBLE

Here's what you'll find during the early stages of your campaign against the evil LeMonde.



1 *Check the map screen to see where the next mission objective is located. You can also check out the highest concentrations of all types of enemy vehicle so that you can plan a safe route to your target.*



2 *Before going after your main target it's often a good idea to destroy some of the other enemy positions around the level. It makes things a whole lot easier later on and it's fun catching them by surprise.*

3 *This is the objective for now. There's something in the main temple building that our friend Nadja needs to find. Stop the enemy soldiers getting to her and buy her some more time to search the ruins.*

4 *When absorbing all those bullets and missiles starts to take its toll, rescuing these PoWs earns a handy armour bonus. It doesn't do much for your fuel though, so be sure to look out for power-up stashes.*

5 *On the next level you've got to destroy a warship before it can launch a missile strike. It's a race against time, with the missile just about to take off as you reach the ship. Hit it with everything you've got.*



6 *Next up is a stealthy strike on an enemy airstrip. If you're quick enough, you just might be able to knock out the dangerous helicopters before they can get into the air. If not, you've got a fight on your hands.*



▽ *A surprise attack from the edge of the beach might do the trick here.*



▽ *Got one! But there's a chopper escaping to the right hand side.*

△ *The terrain is as crisp as you could wish for. Now to set it all alight! Oh yes!*



△ *These battle cruisers are incredibly hard to destroy before they steam away.*

If a nuclear weapon ever went missing, the sensible course of action for any government would be to employ a maverick soldier to track that bad boy down. Somebody who doesn't necessarily play it by the book, but – hey! – he'll get results. Somebody like you, in fact.

As a top chopper pilot and all-round dangerous man to know, it's your job to hunt the renegade ex-CIA agent Colonel LeMonde to extinction, because not only is he a very naughty boy, he has also pinched a nuke from an army surplus store and is threatening to use it for evil terrorist purposes. With minimal support from the elite Strike team, you're basically going to have to go it alone against the might of LeMonde's army of mercenaries.

Nuclear Strike's plot, objectives and playing style should be familiar to former 16-bit owners, since very little has changed over the course of the numerous sequels to the original *Desert Strike*. You fly a helicopter around a series of maps, following various different mission targets, rescuing friendly prisoners and destroying just about everything you can lay your gun sights on. But while the basic gameplay has been handed down through the series, each new incarnation has seen the controls refined in a *FIFA*-like manner (this was formerly an EA title after all) and *Nuclear Strike* represents the top end of the chopper game food chain.

VISUALS *It'd have been nice if there were a few more enhancements to the visuals. The missiles all look like plain grey smoke trails.*

The way the missions usually work is by directing you towards a new objective after you've destroyed a certain target. The map screen shows where the next bit of action is happening and you just follow the direction indicator until you get to the right place. However, because most of the enemies and objects are present on the levels at all times, you can zoom off to take care of them whenever you like, particularly if your current objective isn't all that urgent.



pluses & minuses

- Realistic terrain.
- Loads of things to blow up.
- Non-linear approach.

- Murky graphics without the expansion pak.
- It's basically the same as all the old *Strike* games.

If you like this...

Chopper Attack GT
N64/20, 81%
A similar sort of thing although it looks a bit dated these days.



7 VISUALS
The terrain looks good and the medium-res mode is crisp without being jerky.

7 SOUNDS
Ka-booom, pyeeeow, and so on.

6 MASTERY
An improvement on the original PlayStation version but still lacking real analogue control.

8 LIFESPAN
Like all *Strike* games, the satisfying ability to shoot the hell out of everything makes for good replay value.



VERDICT
Its whole is more than the sum of its parts. An entertaining, challenging blast for all *Strike* fans.

82%

A house stuck out on its own like that might contain a power-up.

Better napalm that field of crops, just to be on the safe side.

We're being attacked! Air-to-air combat is rare, so enjoy it while it lasts.

That's a missile launcher. Take it out before it can unleash its lethal cargo.

It's always a good idea to get rid of gun towers and other threatening objects before continuing.

Hope that volcano doesn't become active! Actually it's more likely to contain a missile launcher.

When one target is destroyed, the next is acquired automatically.

Bank and turn to circle strafe around your doomed targets.

Looks like the secret beach house of an international dodgy geezer.

You still have to complete the actual missions in the right order but the ability to soften up tough enemies while you're well-stocked with ammo adds a nice touch of freedom to the proceedings.

The game's best moments, such as the missions in which you have to escort convoys and protect key personnel, are involving enough to make you feel like you're engaging in a real military campaign. You get three life bars (armour, ammo and fuel) which you must replenish separately, so you have to be pretty sharp with your tactical thinking when flying into heavily guarded areas. You can easily lose two or three lives in quick succession, because if you crash due to a lack of fuel your health and armour gauges won't be refilled. Some sections can be frustratingly tough.

As in the other *Strike* games, you also get the chance to try your hand at various other vehicles. There's an A-10 tankbuster plane, a hovercraft, a tank and some alternative choppers to hop into at strategic points, although the standard Apache is by far the best and most controllable war machine. It's easy to circle strafe around enemy positions and pick off the ant-like soldiers with your cannons. Our one major complaint about the handling is that it makes no attempt to utilise the N64's analogue controller – no matter how gently you move the stick, you always fly at top speed.

LIFESPAN ***As in other Strike games, you also get the chance to try your hand at various other vehicles including a hovercraft and a tank.***

It would have been nice if there were a few more enhancements to the visuals (the missiles all look like plain grey smoke trails) but in general we reckon most gamers will be quite pleased with *Strike*'s N64 debut. Even if it doesn't really do anything that hasn't already been seen in the Mega Drive versions, it's still plenty of fun.

MARTIN KITTS



DESTROY THE UNIVERSE

GET THE GIRL

KEEP THE CHANGE!





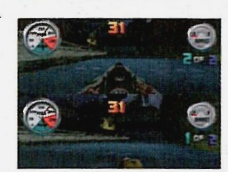




PREVIOUSLY IN N64 We previewed watery racer *Hydro Thunder* back in issue 36.

MULTI MADNESS
Yup, unlike the Dreamcast version, *Hydro Thunder* on the N64 features a full, four-player multiplayer mode. Unfortunately, though, the game is slow and sluggish when four people are playing, and you can only play with the first-person view to cut down on extra detail. The two-player game, though, is great fun, being fast and fun, and making for surprisingly close races. Lovely.







The blue icon gives a four-second turbo.

Police boats often appear to annoy you.

The Ruins of New York. One of the game's best tracks.

Get the boost icon! They're essential if you're to succeed.



Look – see the killer whale in the bottom right? THAT'S attention to detail. Mint.

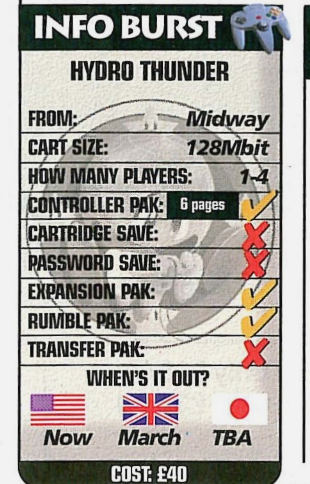
It has to be said, the water isn't very wavey. At all.

Venice Canals is one of the hardest tracks in the game.

HYDRO THUNDER

Midway's watery racer comes up trumps...

INFO BURST



HYDRO THUNDER	
FROM:	Midway
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK: 6 pages	✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✓
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	March	TBA

COST: £40

BOATY LIGHT

There are 13 vehicles in all in *Hydro Thunder*, all with varying abilities, strengths and weaknesses. Here are our favourites...

Thresher
This black beauty – Martin's favourite – is a real bruiser. Acceleration's not too hot, but top speed is great, and it'll barge anything it hits out of the way.



Miss Behave
Forget the rubbish name, this ship has great handling, and its aerodynamic design means that it'll glide for ages off ramps or from Hydro Jumps.



Rad Hazard
Built from UFO spare parts, the handling on this craft is awful. But boost ability is tremendous, making Rad Hazard, when fully turboed-up, lightning quick.



Banshee
Tricky to get to grips with, Banshee is nonetheless a firm favourite, being above-average in pretty much every area. Tends to swing around a bit, mind.



WATERY WALKTHROUGH

Let us take you through the shortcut-laden Arctic Circle level. Here goes...

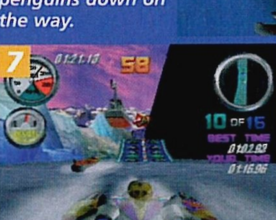
1 *Aaaaand we're off. Hitting the accelerator just as '1' comes up will give you a small boost and a helpful start.*



2 *Grab the boost ahead of you and head towards this roof on the left bank. Use your turbo to gain a bit of speed, and...*

3 *Whoosh! It's over the mountain you go for a shortcut. Remember you can balance your ship in mid-air for the perfect splashdown.*





4 *Soon you'll see this track-side tunnel ahead of you. When you get close to it, use a Hydro Jump (brake then boost) to get inside.*

5 *The icy tunnel you'll shoot into is another shortcut, and you'll accelerate out of the end onto a glassy stretch of water.*

6 *Hydro Jump through this ring of ice and snow to cut off this corner, and knock a few penguins down on the way.*



7 *After cutting under an ice arch to grab a red boost icon, follow the police ship up the ramp for yet more boostage.*

8 *Near the end, now – with enough speed, or another Hydro Jump, you can leap over the ice bank to cut through the innards of this huge ship.*

9 *And you're on the final stretch. Taking that last shortcut through the ship leads you to a lengthy speed-up ramp. Well done!*

Midway, it seems, are to be congratulated. After the stunning *World Driver Championship*, and the laugh-a-minute *Ready 2 Rumble* – we'll forget about *Paperboy* – comes this, a supercharged, water-based reiteration of *San Francisco Rush*.**

And what fun it is. But, first things first, this is no *Wave Race*. The water in the game is disappointingly flat and immobile, only occasionally mustering a modest swell or wave. Nintendo's game remains – by far – the best briny racer ever, but take *Hydro Thunder* on its own terms and you'll find much to enjoy. This is a highly enjoyable and inventive racer.

Despite the lack of riptides and breakers, the futuristic boats of *Hydro Thunder* handle exactly as you'd expect them to, skimming and bouncing along the water, ploughing the surface, submerging after jumps, 'digging in' on corners and trailing mist in their wake. The control 'feels' just right, and even offers a few small points of subtlety – using a combination of braking and boosting, for example, it's possible for your craft to take to the air for a few moments, which is essential for grabbing hard-to-reach turbos and shortcuts. Of course, some craft are better-designed for this than others. And using a sustained boost will, after a few seconds, activate your ship's 'Mighty Hull', meaning you're invulnerable for a short while and can ram opponents out of the way. Most satisfying.

Elsewhere, the wildly inventive tracks also score highly; they're simply packed with detail and colour, and the game still runs at a silky-smooth frame rate – even in the hi-res mode provided by plugging in an expansion pak. And there are shortcuts *everywhere*, from small hops over dry land to immense new stretches of course through well-hidden caves, there's loads to discover here. Many are also used in conjunction with *Hydro Thunder*'s emphasis on breathtakingly huge jumps, making for a game that is as enjoyable for allowing you to ferret out secrets as it is for letting you indulge in some high-speed, ludicrously over-the-top racing. Throw in some remarkably tenacious and bullish CPU opponents – rather than sticking to one straight racing line, they veer all over the shop, barging their way through – and you've got a game that couldn't try harder to offer some splendid arcade thrills.

MASTERY ***The futuristic boats handle exactly as you'd expect them to. The control 'feels' just right.***

◁ *The attention to detail is superb – see that ship!*

The enemy boats are evil swines, stopping at nothing. ▷

It's not perfect, of course, being, at heart, nothing more than a simple racing game. And, although there is a huge amount of shortcuts, it won't take you *that* long to see everything. Ultimately, though, there is a lot to love here, and special mention must go to developers Eurocom, who have created a game that's identical to the Dreamcast version – same speed, same amount of detail, completely comparable (apart, admittedly, from not looking as good). In fact, *Hydro Thunder 64* offers a little extra, in the shape of a true four-player mode (Sega's machine could only offer two). Not bad, eh?

So, yes, well done to Midway. *Hydro Thunder* is great fun indeed.

JES BICKHAM

pluses & minuses

\+
- Fast.
- Inventive courses.
- Loads of shortcuts.
- Great arcade fun.

−
- Perhaps not that long-lived.
- No waves.
- Water looks mostly rubbish.
- *Wave Race* is far superior.

If you like this...

Wave Race 64
Nintendo
N64/2, 90%
Simply wonderful water effects – and a classic game too.



8 VISUALS
Masses of detail, very colourful and commendably sharp.

6 SOUNDS
Shouty American commentator and loud 'music'.

7 MASTERY
Technically this is fine – fast and smooth yet graphically busy.

7 LIFESPAN
Plenty of tracks and cars to unlock, and it's surprisingly difficult too.

VERDICT
A real surprise – *Hydro Thunder* is *San Francisco Rush* on water, but manages to be much, much better than that sounds. Top fun.

84%

pluses & minuses

+
- Detailed physics system.
- Looks great.
- Immensely detailed.

−
- Very hard to get to grips with.
- Perhaps too complex.
- Of limited interest.

If you like this...

Road Rash 64
THQ
N64/36, 69%
Partially successful game of close combat on motorbikes.



8 VISUALS
Sharp, detailed and smooth – with an expansion pak.

6 SOUNDS
Awful American 'rock' and a probably famous-in-the-USA commentator.

7 MASTERY
Technically, this is quite impressive. Far more accomplished than the PlayStation version.

6 LIFESPAN
The main championship soon gets a little tiresome, but there's also a two-player mode and stuntwork.



VERDICT
Perhaps overly-complex, this is nonetheless a fine – if hardcore – game of men and bikes.



76%

PREVIOUSLY IN N64 We haven't, shamefully, done anything on *Supercross* before. Sorry.



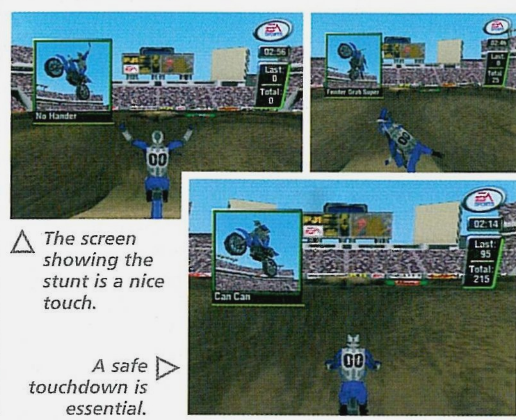
Battling with the bike's inertia is a big part of the game.

Aaaand you're in the lead. Just. Start turning now, eh?

At the back of the pack. Best catch up quick.

TRICKY CUSTOMER

The most accessible part of *Supercross 2000* is the Freestyle Mode, which is ostensibly a Stunt Mode in the vein of those seen in *Wave Race* and *1080° Snowboarding*. It can't, however, live up to those sterling efforts – stunts are a simple case of holding down Bottom-C and twiddling the analogue – but flinging your bike into the air and hanging off the back of it can be quite enjoyable, in a nostalgic Grifter-in-the-park kind of way. (*I had a Tomahawk, actually* – Ed.)



The screen showing the stunt is a nice touch.

A safe touchdown is essential.

SUPERCROSS 2000

EA's bikin' is to our likin'.



Careful, now. Someone's going to get hurt here.

Cut him up on the corner. That's how to win, you know.

Patience, that's what you'll need with *Supercross 2000*, and plenty of it. Because this, the N64's first motorcycle game – pipping both Kemco's *Top Gear Hyperbike* and Acclaim's *Jeremy McGrath Supercross* to the post – is a devilishly tricky beast, and no mistake.

And this is due to *Supercross* being more simulation than anything else. You'll find no simple arcade thrills here (aside from in the stunt-tastic Freestyle Mode – see 'Tricky Customer'), and it all boils down to the handling. You'd think it'd be simplicity itself to skid around a corner at speed on a bike – in a videogame, at least – but you'd be wrong. *Supercross* requires you to slow down to a crawl as you take a corner (as in real life), therefore making this a game that's immensely frustrating for those of us wishing to hare madly around the twisty-turny dirt courses. And considering the twisty-turny dirt courses in *Supercross* are very twisty-turny indeed, the game is very 'stop-start'.

So, yes, the game can be maddening at times. But with practice comes reward, and once you've got used to the complex turning system – a balance of acceleration, braking and juggling the clutch – and the fact that bike and rider move as two entities rather than one, *Supercross* starts to come alive. Granted, it's probably going to appeal more to fans of the sport – those that can recognise the riders and appreciate the commentary – but this is a well-developed slice of mud-splattering action nevertheless.

And the game, with an expansion pak, runs in wonderfully smooth hi-res, without a hint of fogging, pop-up or slowdown. It's very impressive – and, at the end of the day, far more welcome than yet another tedious annual update of *FIFA* and the like. *Supercross 2000*, then, is tricky, but not altogether unenjoyable. Rather good fun, in fact.

JES BICKHAM

INFO BURST

SUPERCROSS 2000

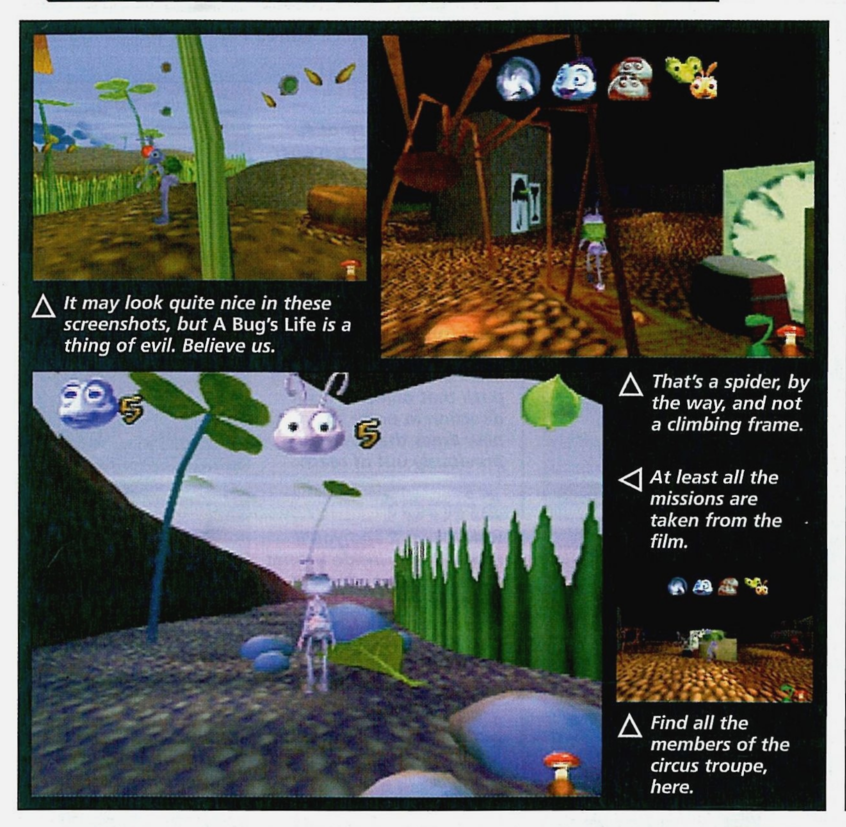
FROM:	EA
CART SIZE:	96Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK: 23 pages	✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✓
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

USA	UK	Japan
Now	Now	TBA

COST: £40

PREVIOUSLY IN N64 We reviewed this on import in issue 31. It seems a whole lot worse now.



△ It may look quite nice in these screenshots, but A Bug's Life is a thing of evil. Believe us.

△ That's a spider, by the way, and not a climbing frame.

◁ At least all the missions are taken from the film.

△ Find all the members of the circus troupe, here.

Bug bashing

Play *A Bug's Life* for any length of time and you'll be 'treated' to a boss encounter, of which there are several. This one's the best (for that, read 'worst'), though. In a rolling tin can, you have to fight a horsefly called Thud. The auto aim here makes it a simple case of standing in a safe spot where no debris can get you – you only need to move when the boss fires at you. We really do have better things to do with our time. And so do you.





△ It's not very hard, we have to say. We beat him in about, ooh, 15 seconds.

pluses & minuses

+

- It is, technically, a game.

–

- Awful camera.
- Awful game mechanics.
- Just plain awful.

If you like this...

Toy Story 2
Activision
N64/39, 71%
Pleasant, if basic, little platformer, reviewed just over the page.



A BUG'S LIFE

Time we called Rentokil.

Oh dear. We reviewed this rancid little 'adventure' on import in issue 31, and it appears Activision have no shame, so intent are they on foisting it on an unsuspecting public.

Irredeemably tarnishing any fond memories you may hold of the film, *A Bug's Life* is a basic, shoddy and wholly unenjoyable exercise in how *not* to create a 3D platformer. And the age-old 'it's for kids' excuse holds no water with us; all the children we know have completed *GoldenEye* three times over.



INFO BURST	
A BUG'S LIFE	
FROM:	Activision
CART SIZE:	64Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK: 12 pages	✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗
WHEN'S IT OUT?	
US: Now	UK: Now
Japan: TBA	
COST: £40	

The problems are manifold. The 16 levels (of which one is used for training) are *unbelievably* tiny, complete with a single linear path that requires about three minutes of play to romp through.

Any jumping that you'll indulge in is hair-pullingly frustrating, as the seemingly random physics system disallows any consistency whatsoever. And the game camera is one of the worst we've seen, which, among other things, means enemies can suddenly dart in from outside your field of vision and kill you without warning. A shocking state.

Elsewhere, we're treated to muddy graphics, pop-up that appears to have sprung directly from the rotten corpse of *Aero Gauge*, and bosses that test neither skill or enjoyment thresholds (see above).

△ Watch out for the bird! He's big and will eat you in a trice.

◁ Use the dandelion to float over the dried river-bed.

Sooo, then, you'd be well advised to give this a wide berth. The only thing *A Bug's Life* has going for it, is that it's cleared up the furore over the price of *Donkey Kong 64*. Paying £60 for Rare's finest suddenly seems like a joyful bargain compared to this, £40 of utter, utter bilge.

A waste of money, plastic and cardboard, unprecedented since *Clayfighter* crawled onto the shelves. Avoid at all costs.

JES BICKHAM

5 VISUALS
Colourful in places, but dull and dreary elsewhere. And there's some nasty, nasty pop-up.

5 SOUNDS
Basic effects and some cheery tunes that are almost worth listening to.

4 MASTERY
Not in comparison to *Donkey Kong 64*.

3 LIFESPAN
Perhaps an hour, but possibly not as long as that. Short, nasty, and all too tedious.

VERDICT
Bashed-out, cobbled together and hopelessly lazy – this cash-in is an all-too cynical attempt to relieve you of your dosh. Don't be fooled.

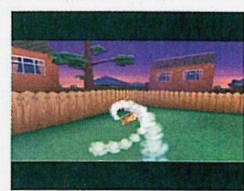
31%

PREVIOUSLY IN N64

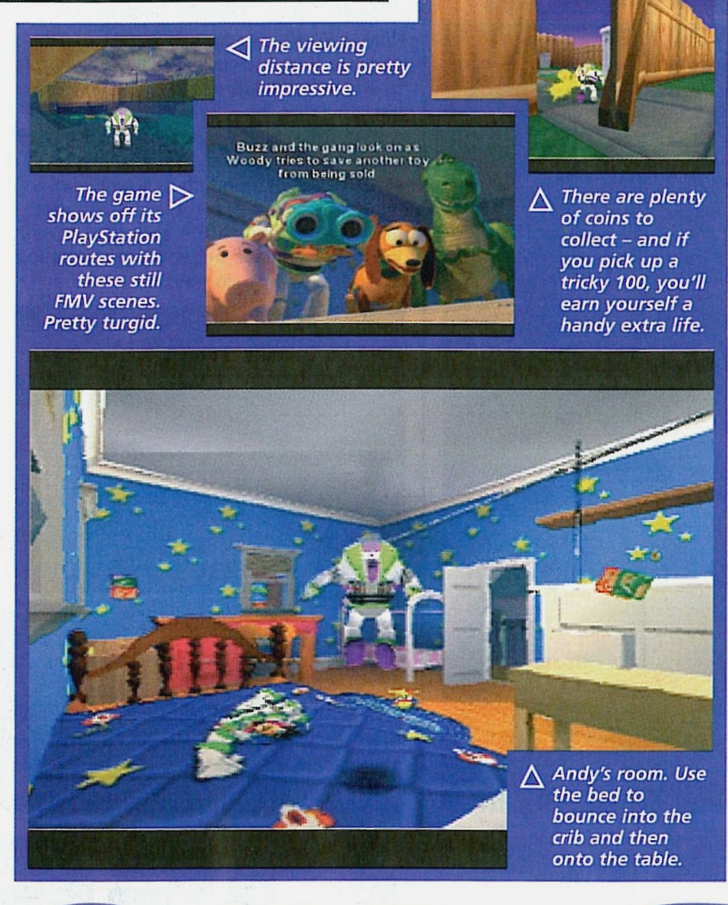
We reviewed the import version of *Toy Story 2* in **N64**/37. Yup.

PLANE SAILING

After struggling past *DK64*'s multiple bosses, you'll find *Toy Story 2*'s a walk in the park. This, the second, looks like he's going to prove tricky as he flies over your head and drops some hefty bombs, but with the game's generous five lives (and the fact that you never seem to lose them), you soon find out that to get rid of the airborne ass you only need stay in the centre of the field, target him and fire your ray gun as he approaches. Just 10 hits should do it.







The viewing distance is pretty impressive.

The game shows off its PlayStation routes with these still FMV scenes. Pretty turgid.

There are plenty of coins to collect – and if you pick up a tricky 100, you'll earn yourself a handy extra life.

Andy's room. Use the bed to bounce into the crib and then onto the table.

WHAT'S THE BUZZ?

So what's our space-suited hero got hidden up his sleeve?

Climb

With a double tap of A, you'll launch into a higher jump and be able to cling onto the edges of shelves, chairs and walls. By holding down A, Buzz will then clamber on up.



Push

Look for objects with a green hand signal above them and you'll be able to push that object in a set direction in order to access new areas that were previously out of reach.



Shoot

Hold down R and you'll access Buzz's inside helmet view (and if you look carefully you can see his face reflected!). Now use B to pick off any enemies via the cross-hairs.



Fly

If you're high up and need to cross rooms that are well out of reach of your standard jump, just tap A and keep tapping to flip out your wings and fly-iiiiii.



TOY STO

Film licensed, toy-filled, Mazza-u-like! But, is it any good?



INFO BURST

TOY STORY 2

FROM:	Activision
CART SIZE:	64Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK: 12 pages	✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	Now	TBA

COST: £40



All the characters from the film turn up to lay down some tricky challenges.

Shoot off the catches to open up the crib. Simple when you know how.

Fire off a few laser rounds and enemies explode nicely.

A non-Nintendo 3D adventure is enough to strike fear into even the sternest of hearts, but a non-Nintendo 3D adventure and *film license* from the people who brought you *A Bug's Life* is like waking up next to Alan Titchmarsh. Fortunately – and astonishingly – *Toy Story 2* is actually a pretty accomplished, if somewhat uninspiring, platform romp.

A cross between *Micro Machines* and *Mario*, the game sees you taking on the role of Buzz Lightyear as he attempts to rescue floppy-bodied Woody from the clutches of a toy collector. The camera's reliably dreadful and the game sports one of the worst PAL conversions you'll ever have had the misfortune of setting eyes on (just look at those borders!), but what elevates *Toy Story 2* above the usual humdrum *Mazza* rip-offs is its innovative use of real-life settings.

Starting off in the wide open spaces of Andy's house where mops act as rope swings, kitchen

MINI ME

To collect those Pizza Tokens, you'll need to meet up with your toy friends...

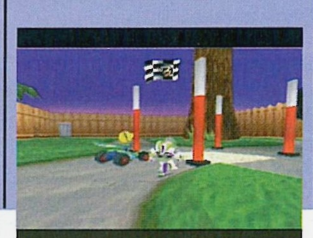
Slinky

Hiding out in the construction site, Slinky sets you a time challenge: collect five wrenches in under a minute by – and this is the hard bit – wading through sludgy concrete.



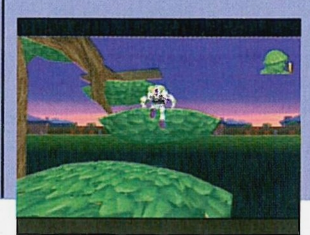
RC

Poor old RC doesn't get to change his challenges – beat him in a three-lap race – but they do get progressively harder as you meet up with him throughout the game.



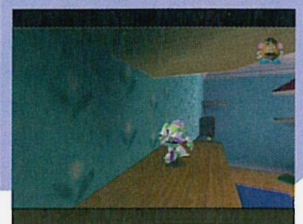
Green Beret

The Captain of the placcy soldiers sets you one of the game's trickier challenges: find five of his men. Problem is, they're all hidden up the second level's hideous tree.



Mr Potato Head

Fairly predictably, Mr Potato Head's challenge sees you having to collect bits of his body that he's carelessly mislaid. As you go through the game, they turn up all over the shop.





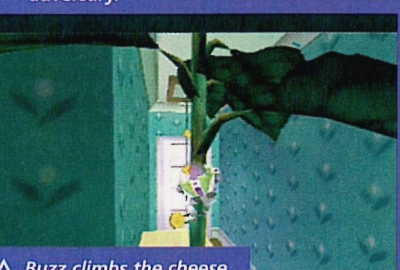


△ Each level is mapped out via this handy Etch-a-Sketch. Pretty useful.

◁ Look at the size of those shocking borders! Gulp.

△ Use this slightly-out-of-place zip to cross rooms.

Buzz sees off ▷ another adversary.



△ Buzz climbs the cheese plant to the loft – and a spicy robot boss battle.

RY 2

cabinets make useful platforms and cushions provide cross-room trampolines, the game turns a standard one-bedroom house into a sprawling opening. Later areas don't *quite* recapture the brilliance of the first level's cross-sofa climbing, but the opportunity to wander through drains, under parked cars, across stoves and along window ledges more than makes up for the slightly repetitive nature of the later outdoor stages and their samey mini missions.

The game's central objective is to collect as many Pizza Tokens as you possibly can – there are six on each level – and you go about this by accepting challenges from Toy Story's central characters. Most are fairly easy, and the puzzles the likes of Bo Peep, Slinky and Mr Potato Head set are signposted a mile off, but it's undemanding and enjoyable and – to spice things up – just *occasionally* lip-tremblingly frustrating. Trying to scale the heights of the tree on the second stage is about as player-friendly as Vinny Jones. Still, you only need one Pizza Token to progress, so if one level's too tricky, just move onto the next.

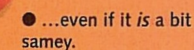
VISUALS **In Andy's house, mops act as rope swings, kitchen cabinets make useful platforms and cushions provide cross-room trampolines.**

It's difficult not to like *Toy Story 2* just a little bit, then, even given its simplicity and endless, leisurely pace. Visually it's perfectly competent, and to play it reminds us a little of *Pilotwings* or *Silicon Valley*, both games that proved you don't need screen-rumbling explosions and fast-paced gunplay to dress a game up. Probably, *Toy Story 2* could have done with spending a few more months on the drawing board dreaming up a wider variety of mini games, but with the film arriving on these shores in a matter of months, presumably neither Activision or developers Disney fancied missing out on some of that handy pre-film hype.

So, nothing remarkable, but a compelling kid's game all the same...

TIM WEAVER

pluses & minuses



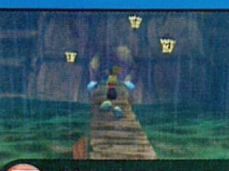
+
- Great level design.
- Huge playing areas.
- Fluid controls.
- Loads to do...



−
- ...even if it *is* a bit samey.
- Dodgy camera.
- Perhaps overly sedate.

If you like this...

Rayman 2
Ubi Soft
N64/35, 73%
Not as inventive, but ten times as challenging Frenchified 3D adventure.



7 VISUALS
Surprisingly good, if a little PlayStation-ey and pretty much fogless.

5 SOUNDS
Hardly any sampled speech and a trinkety-dinkety theme tune.

6 MASTERY
A basic 3D engine complete with texture problems, but better than you'd have thought.

6 LIFESPAN
Simple stuff, played out at a serene pace.

VERDICT
Likeable and imaginative, *Toy Story 2* ranks alongside the likes of *Rayman 2* and *40 Winks* as a solid, hard-working 3D adventure. Shame about the shocking PAL conversion, mind.



The games reviewed in this section are so far only on release in Japan or America. Because **N64** is fully independent from Nintendo, though, we can bring you reviews of them immediately. When they're released in the UK, we'll bring you a new, updated review.



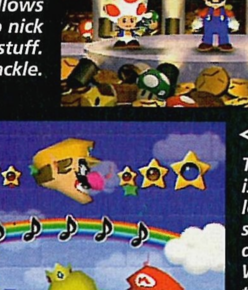
We last visited *Mario Party 2* back in **N64**/37.


The final moments of a Bowser Balloon – and a victory for Mario and Peach – caught on camera.


The pirate ship cannonballs Yoshi back to the start. Special effects aren't Mario Party 2's forte.



This submarine minigame is superb. And see how Wario's nose glows super-red underwater.



If one player is running away with the game, Chance Time allows you to nick their stuff. And cackle.

The aim here is to avoid looking in the same direction as Wario when the caribbean music stops.

MARIO

Gonna party like it's nineteen-ninety... oh.

INFO BURST

MARIO PARTY 2

FROM:	Nintendo/Hudson
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	June	Now

COST: ¥6800 (approx £35)

Minecart mayhem

No friends? Nintendo obviously share your pain, as they've built a handy single-player mode into *Mario Party 2*, themed around a minecart ride. It's hard-going – you'll need to play through the same series of minigames anything up to five times before reaching the goal, and the CPU opponents are *extremely* unforgiving in the 1 vs 3 games – but the rewards (which we won't spoil for you here) are well worth it.


Little Toad – still smiling, and as irritating as ever.



The path is filled with horribly tricky minigames – but Toad just keeps on smiling.

NEW GAMES HERE

After cross-referencing the 'Welcome Happy Mini Games!' booklets from both *Mario Party* titles, we've discovered that 35 of *Mario Party 2*'s minigames are brand new. Here are the most notable additions...

Sneak 'n' Score

Nintendo bring 'What's the Time, Mr Wolf?' to the N64. While a Chain Chomp sleeps, the four of you battle to be the first to run forward, hit a switch, then scamper back. The laughs come when the Chomp awakes and sees someone move – they're promptly scooped up in his giant mouth and dumped in the bin. It's funny on so many levels.



FUNNIEST!

Roll Call

TOUGHEST!

A simple idea, flawlessly executed. The winner is the player who correctly counts the number of Toads on-screen – not easy when they're milling about all over the shop. Evilly, there are one or two proper mushrooms in the crowd to foil your toad-toting, and other versions of the game (featuring Bob-ombs and Boos) feature characters who disappear mid-count. Grrr!



Shock, Drop and Roll

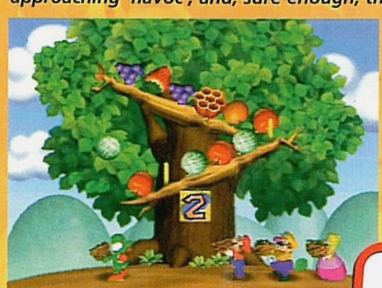
This is superb. Three players sprint atop a giant rotating drum, while the fourth sets about switching the drum's direction and knocking the others onto the electric fence below. If the three 'runners' haven't learnt the successful formula to staying on (jump whenever the drum changes direction), they'll all be frazzled within seconds.



FASTEST!

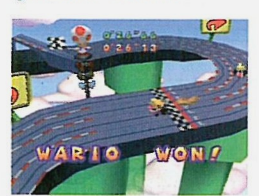
Honeycomb Havoc

It's difficult to imagine honeycombs creating anything approaching 'havoc', and, sure enough, this is a real yawnfest. The aim is to avoid being underneath the tree when the bee-filled honeycomb falls, by nudging a block which controls how quickly the fruit fall. Sadly, it involves maths, so we immediately fell asleep.



DULLEST!

OH MY S%*£!
The original *Mario Party* had Luigi and Mario screaming 'Oh My God!' when they lost a round. Unsurprisingly, *that* was swiftly removed for the American and European releases – and it hasn't re-appeared for *Mario Party 2*. Still, Wario still has some real gems: "So... I missssed..." being one, and the superb, "Wario... I gotta win!" another.



CRISWELL (N64) PREDICTS... UPDATE!
Back in our review of the original *Mario Party*, we confidently predicted – in an innocent-looking margin note just like this – that the follow-up would 'do for the console board game what *Mario 64* did for platformers.' Were we right? Well, no. *Mario Party 2* has simply done for the console board game what *Mario Party 1* did for the console board game. Well done, us.

PARTY 2

Mario's arch-nemesis makes the odd foray onto the board to steal coins a-plenty.

Bowser doesn't dance as much as he did in Mario Party – he leaves that to his little baby brother.

There are two ways to look at *Mario Party 2*. The first view, which we'll call 'The Wrong One', sees the game as a lazy rehash of last year's *Mario Party*. With the central structure the same, the modes of play almost identical, and almost half of the original's minigame collection back for another go, it's a view that's – at the very least – fairly easy to empathise with.

At first, anyway. Because the other view – you've guessed it, 'The Right One' – quickly becomes apparent after a few minutes of rolling dice, playing minigames, and chortling as you employ Big Boo to steal coins from your rivals. Changing *Mario Party*'s near-perfect formula for multiplayer fun would have left us disappointed – as it is, Nintendo have left the boat largely un-rocked, and *Mario Party 2* subsequently marks a welcome return for just about everything that made the original great.

N64 MAGAZINE STAR GAME

What changes there *have* been are equally welcome. The themed game boards



(which the characters move around between minigames) look superb, and now bulge with shops, characters and event tiles. No longer is the trek around the board peppered with nothing but tedious one-player games and bonus dice rolls – now, items can be bought to scupper opponents,


GO! GO!

pluses & minuses

+
- Laugh-out-loud funny in places.
- Still (nearly) unique amongst games.
- Tidy presentation.
- Plenty of modes, bonuses and challenges.

–
- Games still go on too long.
- Questionable value if you bought the original.

If you like this...

Mario Party
Nintendo
N64/27, 85%
Fewer enjoyable minigames, less polished, but top fun.



ACCESSIBILITY

Choc-a-block with Japanese, but nothing a few experimental button-presses won't sort.

8 VISUALS

The themed boards are substantially more impressive than the prequel's.

7 SOUNDS

All the usual voices, shouted over some surprisingly toe-tapping tunes.

7 MASTERY

The third dimension is used sparingly, but to good effect.

8 LIFESPAN

Grab three friends, employ the full range of game types and you'll never put it down.

VERDICT

Unique, packed with extras, and a laugh a minute. Best wait for the PAL version, though.



87%

Mode to joy

The only choice normal parties offer is 'kitchen, living room or sitting on the stairs'. *Mario Party 2* has *much* more to it.

BOARD GAME

The default game – a 20, 35 or 50-turn trek around a board, with a different minigame to play at the end of each turn. The best of the six boards is Horror Land, which switches from day to night when someone lands on a '?' square, and features evil Kamek, who we haven't seen since Yoshi's Island on the SNES.



Look at Toad in his little magician's hat. Tiny idiot.



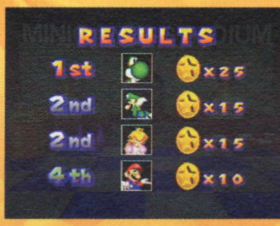
Kamek – no more Mr Bumbling Bowser Sidekick.

MINIGAME STADIUM

This titchy board does away with all the usual stars, items and other 'events', making it a simple procession of minigames, with the winner being the player with the most coins by the end. The advantage of this board is that games take a maximum of 30 minutes to play through.



Mama mia – Mario won't get far with that dice roll.



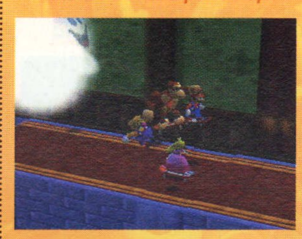
No stars in this game – it's all about the money.

BATTLE MODE

The logical step on from the Stadium Board – lots of minigames without a board to get in the way, with the victor being the first to a pre-set number of wins. The games are chosen only from ones you've purchased from the Mini Game Tree, so you'll need to have earned a walletful of coins for a good selection.



Despite the boxing ring, there's never a punch-up.



Skateboards: as 'hip' as ever in Mario's world.

MINIGAME PICK

Click on the orchard in the centre of Mini Game Land for the chance to pick minigames one by one. You can choose between different styles of a single game (such as the different characters in Roll Call!), and the Piranha Plant scampering between the trees will chuck you a bonus minigame from time to time.



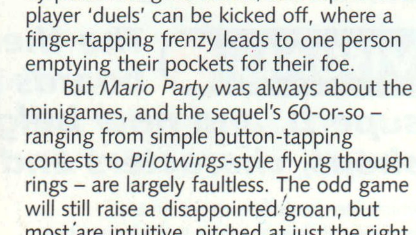
That blue minigame fruit is one of the game's secrets.



Each type of game is pleasantly colour-coded.



Mini Game Land won't look like this on first play – those two buildings in the corner are secrets.



impromptu minigame battles are initiated by parachuting Goombas, and superb two-player 'duels' can be kicked off, where a finger-tapping frenzy leads to one person emptying their pockets for their foe.

But *Mario Party* was always about the minigames, and the sequel's 60-or-so – ranging from simple button-tapping contests to *Pilotwings*-style flying through rings – are largely faultless. The odd game will still raise a disappointed groan, but most are intuitive, pitched at just the right difficulty level, and – most importantly of all – simply tremendous fun. It's a testament to Hudson's design skills that minigames like the mini Scalextric race, the penguin relay and Bumper Balls could easily have entire games built around them – and they'd knock most of SCi's output into a cocked hat.

The best news is that the much hated, wrist-breaking 'rotate the stick as fast as you can' minigame control system has been jettisoned. In its place, the much more effective system of tapping A and B together is already prompting heated debates in the office as to whether the thumb or two forefingers is a better bet. Happily, there's plenty of opportunity to practice tactics in *Mario Party 2*'s wealth of time-based minigames – including the finger-snapping 'Wind up the Shy Guy' game, carried over from the first game.

The real beauty of *Mario Party 2*, though, is that it caters for just about everyone's tastes and whims. Annoyed at being beaten when bonus stars are given out after the final turn? They're easily switched off. Tired of the countless hours spent traipsing around the board between minigames? Then fire up the Stadium Board for a fast-paced minigame-based fight. Fancy a two-on-two team game? The Battle mode makes just such a thing possible. For a board game, *Mario Party 2* is staggeringly comprehensive.

And, naturally, Nintendo and Hudson have concealed secrets and bonuses in all the game's nooks and crannies – and, where *Mario Party* threw all sorts of game types at you from the word go, the sequel refuses to hand them over until you've won enough coins to earn them. It's a great incentive to get your mates round for a game and increase your coin hoard – and, if you're Johnny No-Friends, the sheer joy of the minigames makes playing against computer opponents more enjoyable than you might think.

VERDICT ***...fundamentally just the same as the previous year's event but a bit bigger, a bit more colourful and a lot more enjoyable.***

Imagine *Mario Party 2*, then, like a Millennium's Eve party – fundamentally just the same as the previous year's event, but a bit bigger, a bit more colourful and a lot more enjoyable. We'd advise waiting for the English-language version of the game, but this is essential for fans of *Mario Party*, and a must for those who missed it the first time around. Party on!

MARK GREEN

I GOT IT!

Mario Party 2's exciting new 'item' system in full effect...



1 Peach wins another minigame and fills her bulging pockets with more coins. Mario looks on jealously. There be trouble brewing.

2 Lady Luck beams down on Mario, giving him the dice roll he needs to land on the Koopa Shop tile.



3 From a shelf that includes mushrooms (for extra dice rolls) and keys (for access to locked areas on the board), Mario picks the Glove.



4 Mario throws down the gauntlet, allowing her to bet coins on the result of a duel between him and Peach.



5 Let the duel commence! It's a frantic race to match the button-presses that appear on screen.



6 Sadly, Peach trounces Mario in the battle, thereby adding even more to her coin hoard. Oh, the irony.

PREVIOUSLY IN N64 We reviewed the Japanese version of *Harvest Moon* in **N64**/28

REACH FOR THE SKIES
Can't find the restaurant on Mt Moon? Well you're not really supposed to see it until the bridge has been repaired, but there's a sneaky way to get up there. Just stand next to the tree next to the Harvest Sprite's cave and press A to climb up.



Oh, go on. It's probably a good idea to obey the mum.

This chap likes bugs and creepy crawlies.

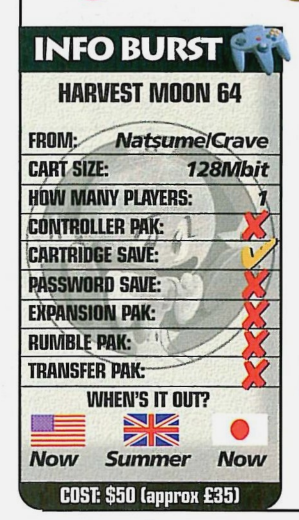
Sadly we put all our cash on the grey. Bad move.

Yes, and so far we haven't caught a thing.

If only we had some flowers we could enter the local flower contest.

HARVEST MOON 64

Riding the RPG rollercoaster of lurve.



INFO BURST

HARVEST MOON 64	
FROM:	Natsume/Crave
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✗
TRANSFER PAK:	✗

WHEN'S IT OUT?		
US	UK	Japan
Now	Summer	Now

COST: $50 (approx £35)

DO'S AND DONT'S

Could she be Born to Make You Happy? Or won't that impress her much?



DO! Work

Getting your hands dirty and your armpits sweaty is the only way to earn the cash to pay for a flashy house. And forget those 'bachelor pad' ideas. A nice sensible house with a kitchen and a spare room for any future arrivals will have the girls going weak at the knees.



DO! Flatter

Mess around at your peril. It's a small town and gossip spreads quickly. So make sure you don't 'accidentally' vote for another girl as Harvest Goddess. And never, ever bring flowers and treats to the girl next door, 'just to be on the safe side'. Choose one lass and stick with her.

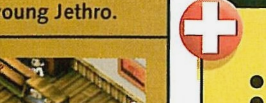


DON'T! Waste

To the left you'll notice a classic example of what not to do when in the presence of a lady. Jethro has had a skin full and is happily sleeping off the effects in the middle of the pub floor, right under Karen's nose. Better get used to those lonely nights, mate.

WILD OATS

Five single girls, each looking for a certain type of man. Choose wisely, young Jethro.





MARIA

Ahh, Maria. Behind those spectacles, underneath that dowdy librarian's outfit, is a Harvest Goddess just waiting to be discovered. Treat her with kindness, never show off, and you might just end up marrying the mayor's wealthy daughter.



KAREN

Certainly the foxiest of all the local lovelies. Karen lives at the vineyard, where she sleeps most of the day. At night you'll find her at the pub, usually surrounded by drooling admirers, sometimes chaperoned by her scary father. Approach with caution.



PUPURI

Pupuri, as in the stuff that makes bathrooms smell nice. The pink-haired beauty works in the flower shop, so investing in a tasteful bed of blooms might be a shrewd move. She hangs around in the forest on her days off, watching butterflies and enjoying nature.



ANN

Ann loves animals, horses in particular, which is just as well since she lives on a huge ranch just outside the village. She does look worryingly young though (even more so than all the others) and she's got a big brother who actively hates your guts.



ELLI

The local equivalent of Delia Smith. Elli works in the cake shop and likes a man with a hearty appetite. She also has a soft spot for cuddly wildlife, so she'll be dead chuffed if you show her some of the cute creatures you manage to catch in the forest.

We'll have to make this quick. There's a festival happening at the moment and Jethro is currently skulking by the trees in the town square, plucking up the nerve to ask the intimidatingly beautiful Karen for a dance. He's going to need a shoulder to cry on if she blows him out.

Yes indeed, this is the English language version of *Harvest Moon 64*, an RPG, agriculture sim and dating game rolled into one happy package, and it's absolutely fantastic. As young farmer Jethro (or whatever else you want to call him) you've got a dilapidated farm, 300 coins and two years in which to turn them into a profit-making business complete with livestock, a wife and possibly even a little nipper of your own. Better get to work then.

The villagers are an interesting mixture of obnoxious kids, surly men, sweet old grannies and pretty young ladies, and you'll become familiar with all of their curious traits and strange habits as the seasons pass and they begin to accept you as a 'local' person. There's much to explore and admire, particularly on preset days when festivals or competitions are held and everybody gathers to exchange gossip and party the night away. Jethro was disappointed not to come away with a prize from the vegetable show, and we had to agree that his large white turnip was much better than the winning aubergine grown by the man from the potion shop. At least we managed to pick up some nice Cat Mint flower seeds from Pupuri.

The difference between success and failure is a matter of judging how to balance your day between work, exploration and leisure. The day begins at 6am but the rest of the world doesn't wake up until nine, so there's three hours to water the crops and feed the animals before anything happens elsewhere. The shops open until five, which is when the grocer collects anything you want to sell, and night falls an hour later. So time is tight. If you want to pay a visit to the restaurant at the top of Mt Moon, you'll probably have to forego any shopping or library trips you had planned. If it's early morning fishing that takes your fancy then the farm will have to be tended later in the day. Plus there are special events triggered by being in the right place at the right time (you never know where or when) and huge chunks of time are taken up finding suitable gifts for the girl of your choice.

Caught a cat! Now who might like to pet it?

Erm... excuse me? Pupuri seems to be particularly agitated about something.

LIFESPAN ***You could play the whole thing through five times and you'd still be seeing new things...***

As you may have gathered, *Harvest Moon* is a game unlike any other. It has a definite beginning and an end, but what happens in between is a combination of your farming skills and your RPG luck. You could play the whole thing through five times, wooing a different girl each time, and you'd still be seeing surprising new things, depending on where you wander. And have we mentioned the secret recipes? The harvest sprites? The house extensions? The way you can play matchmaker and set up marriages between other characters?

If you're a fan of the series from the SNES and Game Boy, then you're going to love *Harvest Moon* on the N64. There are some ugly graphical glitches and one crash-tastic bug, but no amount of half-hearted programming can detract from such absorbing gameplay. It even works on PAL machines via a converter, so we can all get a taste of village life before the official UK release. Wonderful.

MARTIN KITTS

pluses & minuses

+
- Huge.
- Adorable.
- Lots of variety.
- Great sense of humour.

−
- Lazy programming.

If you like this...

Pilotwings 64
Nintendo
N64/1, 89%
Another beautiful Japanese masterpiece that does things its own way.



7 VISUALS
Cute character sprites with 3D backgrounds and a few unsightly polygon glitches.

7 SOUNDS
The traditional relaxing *Harvest Moon* themes and barnyard noises.

7 MASTERY
Could have done with a bit more bug testing and no analogue control.

9 LIFESPAN
You'll finish it but there's no way you'll see everything without playing through again and again.

VERDICT
It doesn't get much better than this. Don't miss out on one of the sweetest games of the year.



90%

BATTLETANX™
GLOBAL ASSAULT™

3DO

GAME BOY COLOR



Welcome to Club 64, the part of the magazine designed to help you get the most out of your N64 games.

TOTAL GAME SERVICE FOR NINTENDO 64 OWNERS

Club 64

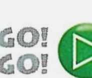
This month's top guide:

SOUTH PARK RALLY

All you need to know about Acclaim's sweary kart-'em-up! 82







Club 64 MAILBOX

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Each month, the **N64** Star Letter wins a G64 Steering Wheel with Rumble Effect (LMP 0800 0813061).
All other letters printed win a prized **N64** badge!

The origins of *JFG*, cute little monkeys, the price of *Donkey Kong 64*, and plenty of Pokémon. It's your letters, by gadfrey!



'Suspicions'

I was downstairs one night reading my latest issue of **N64** when my little brother came running in to show me his new book 'Trace in Space'. At a glance I thought nothing of it. Then he said "Look! This book is just like *Jet Force Gemini*!". I took another look and my suspicions grew. Trace in Space stars a girl, a boy, a robot and a pet (who happens to be a robotic armadillo). I started reading the book to see if there was a bad guy and there is, *and* he's called – you guessed it! – Mizar.

'That's it, then,' said Winger gloomily. 'We've blown every mission so far. We didn't solve the memory chip theft on Megalon. And it doesn't matter that we know who was responsible for the arson on Rasalgethi Two because we didn't prevent that huge haul of anti-matter being stolen. And *now* we've let a kidnapping take place right in front of us. We're going to be sent back to Cadet School for sure.'
'Well, at least we know it's Vortex behind it all,' said Plantagenet.
'Mum said the evidence was circumstantial,' sa[id] Trace gloomily.
'Yes,' said the armadillo, 'but she also said y[ou] weren't to follow an interplanetary crook and terror[ist]. Which means she thinks it really is Vortex. And I k[now] that was the same Starhound I detected on Meg[alon], the one he called Mizar.'
'It's so unfair,' whinged Winger. 'We only ge[t] on piddling little missions and when we do st[umble] on a big time crook, we get into trouble f[or] bringing him in single-handed.'
'We *will* bring him in, don't you worry,' sa[id]
'But she's taken us off the case, man,' said
'I know,' said Trace. 'And I know we're [...] back to Cadet School or to solve some re[...]

65

mean, dozens of them?'
'Excuse me, Commander,' said Winger. 'That'll be the evacuation fleet.' He took out his communicator. 'Winger to *Clodhopper*! ASIMOV, three to beam up. Vortex has got the Captain!'
Soon the little room was empty again. Overturned chairs and the remains of a hasty meal were all that was left, telling no tales of the drama acted out there. Everyone had beamed back to their ships.




Out in space a furious Trace was confined in a restraining field on the bridge of her father's spaceship, *Force of Gravity*. It added insult to injury that it was the kind of ship she had dreamed of commanding: sleek, silver, equipped with the very latest technology, and moving through space like a hot knife through butter.
The great blue Starhound, Mizar, lounged at his master's feet. Vortex sat in the command chair, his shaggy head thrown back, laughing immoderately. Around him on the bridge clustered his crew of villains; Trace recognised some of them, like the security guards from the university.
'Meet my daughter,' said Vortex, gesturing towards

112

Sorry I can't send you the book, it's from my brother's school library, but what do you think? Have Rare said that it was their inspiration? Maybe you can find out what they have to say for themselves...
Dara McCutcheon, Banbury

Blimey! After a little investigative journalism (ie, Jes popping down to Waterstones), we got our hands on a copy of the book, and you're right! Admittedly, the boy and girl aren't related, and they also have a slacker robot and a talking computer, but there's definitely a Mizar, even if he is a "giant blue Starhound". Curiouser and curiouser... and the book was first published in 1995, waaaay before Jet Force was even a glint in a programmer's eye.
Rare, typically, have provided us with a "no comment", but our spies are, as we speak, ferreting out the truth. Stay tuned... **Ed**



A boy, a girl, and a robotic pet. And someone called Mizar. Coincidence? Or not? We'll find out, you just see...

Correction corner

You're a picky lot, aren't you?

In the Directory description of *J-League Eleven Beat* you say "One word: *ISS 98*". But *ISS 98* is an acronym and an abbreviated number. Doesn't sound as catchy, though.
Daniel West, Bournemouth

Ah, well, we went for catchy, you see. Um. **Ed**

In **N64**/36, in the *WWF Wrestlemania 2000* review you spelt Hurricanrana as Huracanrana. Whoever made that mistake should be fired from a cannon into the sun. Now!
Roundo, West Midlands

Mr Hurley has duly been dispatched to, shall we say, warmer climes. **Ed**

In **N64**/36, you had a picture showing Wil squeezing 'Poliwag'. After closer inspection, however, I noticed that it wasn't Poliwag at all, but actually Poliwhirl. Sorry about that, but it had to be said.
Lee Jefferies, Wales

No, no, it's a Poliwa – oh. I see. **Ed**

On page 92 of issue 37, you said that the fish type Pokémon was a Magikarp. Wrong! I think you'll find that it's a Goldeen. Yet again the motley crew make utter fools of themselves.
Anthony Woods, Wolverhampton

We think you'll find it's a Magikarp. An orange one. Honest. **Ed**

In issue 35, Paul Lombard sent in his five 'Games for Life'. Number 3 was *Mario Kart*, but you printed a picture of *Diddy Kong Racing*. Who's responsible for this, then?
Daniel Wray, Milton Keynes

I think we'll blame it on Justin. **Ed**

'Little monkey'

I quote Mr Yamauchi:
"A games machine that costs $380 is too expensive to be aimed at children."
I am not concerned about the '$380' here, but rather the word 'children'. Nintendo must realise that one of the reasons why Sony dominate the market is because they aim their games at the older gamer. If Nintendo make the same mistakes again, I fear that they will lose even more customers, myself included. I thought Nintendo had changed when Miyamoto mentioned the 'new side of Mario', but I'm no longer sure.

△ Shadowman. *Definitely not for kids, and a damn good game to boot.*

Real game fanatics, like myself, have grown up with Nintendo since the NES and no longer find it respectable or desirable to be playing with a cute little monkey. Nintendo don't need to totally eliminate the cutesy games, but Sony have the ratio about right, and besides, many kids still like to play with their PlayStations.
Alex Alexander, Leeds

Fair points all. However, that one remark doesn't mean that Nintendo's output is forever destined to be of the cute and cuddly variety. The fact of the matter is that a lot of children do play videogames, and, faced with

something that costs $380 or $100, parents are going to go for the cheaper option. And let's face it, are you really going to argue if Dolphin comes out at that price?

And remember that, in Japan, Nintendo see their games machines as toys, rather than lifestyle accessories, which is pretty much the case with the PlayStation.

It's true that Nintendo have made a big mistake in ignoring the market that Sony aimed their machine at, but in the end, a great game is a great game, whether it features monkeys or not. Why should it matter? Shadowman and Donkey Kong 64 got the same score, simply because they are both stunning games, and it's that that's important, not what the characters look like. Rant over. **Ed**

Aaah, Pokémon. If anyone else has any pun-tastic letters, send 'em in.

'A damp towel'

People say I'm obsessed with Pokémon but I don't know why. I woke up this morning a bit DROWZEE because I'd been KOFFING all night. I went downstairs to ask my mum if I was ill enough to get off school but she was a bit KRABBY and said it sounded too FARFETCH'D.

So I went to the bathroom to have a WEEDLE and a bath. I washed my hair with some Head and SHELLDERs. When I was getting changed, I noticed an ODDISH odour. I ran into the kitchen to find that the toaster was on fire. 'Oh DRATINI', I thought, as I put a damp towel over the FLAREON toaster. After that little incident mum said "I'll PIKACHU up after school". I just nodded and went back to my Game Boy.

Tom Greenwood, Whitby

SEAKING these out must've taken you ages. Go and relax with a cup of hot, er, SNORLAX. Um, that's a GASTLY pun, there. (It's not easy, this, is it?) **Ed**

'Reviewers are rubbish'

I have cut these stories out of some papers (Time Out and The Daily Record) and I think that the reviewers are rubbish. Who's ever heard of Picatho or Super Crash Brothers? Also, the fuzzy graphic thing is ridiculous: *JFG*'s graphics are amazing. Fuzzy graphics my foot.

Danny Parr, London

Ah, the newspapers strike again. Still, at least Time Out understood Jet Force. Just who – or what – is 'Malky Mario', anyway? **Ed**

SUPER CRASH BROTHERS

SMASH

N64

UNTIL you play this, it's difficult to understand someone telling you that's "odd".

But it can best be described as a bad collision between Mario Bros. and the mutated offspring of Street Fighter.

Worse, players are restricted to a relatively small fighting arena that floats in the air and compete in bouts that result in a points score which determines how far the loser gets hurled off the platform, Gladiator-style.

The saving grace of this is that it pits some of the best known Nintendo characters against each other in face-to-face-combat.

You can knock seven bells out of Picatho, malky Mario, kick Kirby and hunt Fox McCloud.

Enough gameplay to keep you from throwing it away on Boxing Day.

RATING 6/10

New releases

Jet Force Gemini
(Nintendo 64, £49.99)

Our younger players haven't stopped playing this wonderful 'Zelda'-esque 3-D adventure. This reviewer, however, is still getting to grips with the mind-boggling array of gameplay options on offer. It goes like this: a group of planets are under threat from the evil tyrant Mizar and his horde of ant-like critters, and it's down to you, one member of the cute-looking and heavily-armed Jet Force Gemini commando team, to recover lost ground and bring the planets back to normality. Your quest begins with Juno, a likeable little fella decked out in futuristic riot police gear. Later on, however, you'll meet the other team members, Vela and Lupus; and that's when the game really gets interesting. Yes, the graphics are a bit on the fuzzy side (as with most N64 titles), but who's complaining? The depth of gameplay here is almost bottomless, and that's only in one-player mode! Switch to the myriad multi-player options – from battle mode to target practice to racing – and you'll open up a veritable feast of head-to-head fun. (DA)

There's nothing like research - ie, reading the box. Sheesh!

'No other developer'

Yes! I have finally managed to perfect the shortcut on Mario Raceway in *Mario Kart 64*. Don't you agree that it's the long-lasting appeal of Nintendo games that brings you back time and time again? No other developer in the world (aside from Rare) can keep you persevering so hard to reach your goals.

Mark Briggs, Harpenden

Wonderful, isn't it? Although Martin still holds that the shortcut is 'a glitch'. But then, he's never been able to do it, anyway. And we're all still ploughing through Donkey Kong 64*, which is a stupidly big game. Which brings us to…*

'Can't get it'

I am writing to tell you how annoyed I am. I have tried everywhere to buy *Donkey Kong 64* without the expansion pak, but have had no luck at all. Rare have produced a fantastic game, and I'm one of the suckers that can't get it as it's too expensive (my friends are always telling me how good it is). This has totally ruined my Christmas.

Nicholas Gunn, Plymouth

We understand totally. In the days of £30 PlayStation games, a £60 asking price is absurd – remember,

The expansion pak. Essential for playing DK64.

DREAM ON

Send your game ideas here...

ARMAGEDDON 64

I was recently watching the film Armageddon, and I reckon it'd make a great game. The meteor shower would be perfect for a few of the levels – it'd be your task to avoid the meteors. Also, on the oil rig you could be running after AJ, trying to shoot him in the leg, and then you'd have to stop the drill problem.

At the NASA space centre you could train for the mission, fly in a shuttle into space, dock with spacestation Mir, collect the fuel and then leave before it explodes. In the last section of the game you could go round the moon, speeding up, then fly into the asteroid, avoiding the rocks. Then you'd land, drill the hole, leave before the bomb explodes and arrive back on earth as the last mission/level.

Richard Gibson, Newbold Verdon

Brilliant! But would Aerosmith be warbling over the soundtrack? **Ed**

DEATHMATCH IMPROVER

I've got a great idea to improve *GoldenEye* deathmatches (even though they're already excellent). Rather than buying a splitter cable and four TVs, and covering up the three other players' quarters of screen, each player could have their screen tinted a certain colour, and wear corresponding coloured glasses. That way, you can only see what's going on in your quarter of the screen. I've tried without much success to stick bits of coloured plastic to my TV, but the potential for this idea is great. If Nintendo tried, I'm sure they could make it work, and of course there'd be an option for normal colours for a more conventional deathmatch.

Robert Lee, Sutton

A great idea, this – it would certainly stop Kittsy peeking at the other player's screens to see when they're in the toilets on Facility. He just loves a loo-based lynching. **Ed**

GO! GO!

BONUS LETTERS

Why do you always cut people off and put them in bonus letters?
Stephen Morgan, Somerset

Because we're evil geniuses. **Ed**

In *JFG*, under Specials in the pause screen, it says "sllows access to Vela's pod" instead of "allows".
Daniel Nolan, London

Rare would probably say they did it on purpose. **Ed**

If this letter isn't printed, it will prove that all your letters are fake!
Richard Eccleston, Worcester

And now we've printed it, it makes all our fake letters real! Marvellous. **Ed**

Stop picking on Jes. I'm sure he'll leave soon if you keep it up.
Matthew Dix, Whitley Bay

Not if we chain him to his desk he won't. **Ed**

I rented *Carmageddon* before reading your review. To get my money back I pretended it was broken.
Gilbert Hakim, Isle of Wight

When we first played it we thought it *was* broken. **Ed**

So do you think you should keep them or chuck them?
Anon, Stockdale

They'll probably be worth more if you keep them. **Ed**

I saw Alex Bickham in Nintendo World magazine. Is he related to Jes, as he looks just like him.
Christopher Allaway, South Wales

The surname probably gave it away too. **Ed**

Is Kittsy really that scary?
Geoff Mint, Stockholm

Only in the right light. **Ed**

Is that all Wil's own hair?
Alan Johnson, Derby

Yep. It's taken years of practice and neglect to get it like that. **Ed**

Is Andrea married?
Connor Gray, Aberdeen

Not yet. It'd take a big man to brave 'The Stick'. **Ed**

that's what Turok cost when it was released over three years ago. Still, it doesn't seem to bother THE Games, Nintendo's UK distributor; the game has sold very well indeed, and in the end, that's what it comes down to. We're still sure DK would have sold much more if it was cheaper, though.

But, to be positive about it, DK64 is a truly remarkable game. If you have to save up for an extra few weeks, it's worth it – it'll keep you going for months. **Ed**

'Serious words'

Look what I found in a videogame catalogue: it's called the Game Booster Game Boy, and it makes it possible to play Game Boy games on your PlayStation! Sounds mysterious, doesn't it? I guess Nintendo would like some serious words with these guys.
Ruben Larsen, Norway

A mysterious piece of kit and no mistake...

Very mysterious. You can bet your house on Nintendo's shadowy network of spies converging on Norway as we speak. **Ed**

'American copy'

In a recent issue you spoke about Game Boy *Mario Golf* and the transfer pak, and how that when the pak becomes available you'll need a local copy of the Game Boy cart otherwise it won't work.

Does this apply to *Pokémon* as well? I have an American copy of *Pokémon Blue* and I am definitely going to get the PAL *Pokémon Stadium* when it comes out, but will I need a European copy of *Pokémon* in order for it to let me download data via the transfer pak?

I cannot be the only person with an imported *Pokémon* cart, so is there any way to swap data from my American cart to a European one?
bbiddisc, via e-mail



Very useful if you've got an American copy of Pokémon.

Good question, and the answer is: we're not entirely sure. We're going to have to wait until Pokémon Stadium *is actually out before we know for definite, but in the meantime, there is a way to transfer your NTSC Pokémon data to a PAL Game Boy cart. A device called Mega Memory, from Datel (01785 810800), allows you to swap saves between Game Boy carts. Give 'em a ring if you're interested – it'll set you back around £20.* **Ed**

'Even worse'

Why is it that nearly all the games on the N64 that have been ported from the PC are rubbish? When *Doom*, for instance, arrived on the N64, it was great. But nowadays, PC ports look about the same as games on an old 386, using none of the strengths of the N64.

Even worse, however, is the fact that games that were crap on the PC

So tell me this

1. Is it likely that *Pikachu Genki Dechu* is going to hit our shores?
2. Is there going to be a 'Simpsons' game?
3. What happened to 'Write You Are'?
4. Why don't you give *Mission: Impossible* a chance?
5. My friend Shawn said that Ninty are going to sell Pokémon to Sony. Is that true?
Thomas Burns, Southampton

1. Well, it's coming out in America later this year, so a PAL conversion isn't out of the question.
2. Nope.
3. It'll be back soon.
4. Because, to be very honest, it's just not very good.
5. Your friend Shawn is very, very wrong indeed. And that's a fact.

1. What does Fusoya mean?
2. Can you buy the official see-through coloured controllers separately?
3. Are the Action Replay carts actually worth the money?
4. And are they reliable?
5. Will there be a 16Mb expansion pak upgrade?
6. What's going on with the 64DD?
Ash Bailey, Shropshire

1. He's Wil's beardy, wizardly, RPG-loving alter-ego. He's also a spell-casting character from the Japanese Final Fantasy IV *on the SNES.*
2. Only one – a transparent purple fella. £19.99 to you, squire.
3. If you're really desperate to cheat, it is.
4. Fairly.
5. Nope.
6. It's only been released in Japan. We're trying to get hold of one, and the DD games, to review for you. Keep your eyes peeled. Not literally, mind.

I was recently playing *GoldenEye*, and I realised that I have never played a first-person shooter with a flamethrower in it. Do you know of any games that have such a weapon in them?
Stephen Holmes, Brentwood

Well, although it's not strictly a first-person shooter, Jet Force Gemini *has an ace flamethrower in it (it's on the Spacestation level), and* Turok 2 *– which you can pick up for about 20 quid nowadays – has got an absolutely brilliant fire-shooter to burn enemies with. Lovely stuff.*

Send your questions to:
So tell me this...
N64 Magazine,
30 Monmouth Street,
Bath, BA1 2BW.

are now even worse on the N64 – just look at *NASCAR* and *Carmageddon*!
Alex Pritchard, Gloucester

The problem is that some publishers fling out a half-hearted conversion of a popular game in order to make a quick buck, and Carmageddon is a prime example of this; we can only imagine that Software Creations (the developers behind the game) just couldn't be bothered to finish it properly. It truly is atrocious. But, then again, you'll find the odd conversion, like Quake II, *which really does justice to both the original game and the N64. Sometimes, it seems, a little effort really does pay off.* **Ed**



'It's fantastic'

Nintendo have really come to their senses with the ads shown on TV over Christmas. I was beginning to get fed up with those PlayStation ads when I saw Pikachu, then Mario, then Samus... I couldn't believe it. Then I saw the *JFG* and *DK64* ads – great! It's fantastic to see that, for a while at least, the Playstation had a competitor on the box. Let's hope that when Dolphin appears we will see our screens filled with ads!
Jonny McKee, Belfast

Yep, they were great, weren't they? Especially the Jet Force *one. But did you notice that, at the start of the* Smash Bros *ad, there was footage of Pikachu from* Pokémon Snap? **Ed**



Look! It's Pikachu in Pokémon Snap. **Nothing gets past us, you know.**

'Route to take?'

How do the general public get a job with guys like you? I think the magazine's great, and I'd love to work on a magazine in the future (I'm 15 at the moment, and I'll soon be doing my GCSE's). Would there be any sort of route to take through A-levels?
Carla Hidge, Ipswich

Well, Carla, the main thing Editors look for is an excellent grasp of English, which is absolutely essential. Other than that, a sense of responsibility, the ability to organise yourself and a knowledge of the subject matter at hand won't hurt either. Obviously, a working knowledge of PCs or Macs is useful, too. Hope that helps. Oh, and you have to be able to make a decent cup of tea. Well, you do in this office, at least... **Ed**

'Like a kangaroo'

While playing *Pokémon Blue* I noticed some similarities between real things and Pokémon. Here are some of them: Ekans spelt backwards is snake, Arbok spelt backwards is kobra. You can see the word 'bone' in Cubone, but there's also the word marrow in Marowak (bone marrow, see?). The first part of Kangaskhan is kanga, like a kangaroo, which keeps its babies in its pouch, just like a Kangaskhan. And even the three legendary birds have something in common – numbers in their names. ArticUNO, ZapDOS, and MoiTRES. Have you spotted any?
David Hollyer, Chesterfield

Splendid stuff. You can do the same thing with Team 64: Kitts backwards is Sttik, which is what Andrea always hits him with when he's late with his reviews. Actually, going by that criteria, we should all be called Kitts... **Ed**

BOARD

Thanks to Andrew Wilkins from the Isle of Wight.

Jes, Andrea and Tim transformed into Pokémon! Well done to Matt Hogg.

Pokémon hero, Ash, from Adam Coltman in Surrey.

JFG's Lupus brilliantly drawn by Jason Cuddy from Edinburgh.

Banjo in watercolour – and a scary-looking Tooty. Excellent work from Tormod Krogh in Norway.

The new Donkey Kong gang sent in by Seiji Lim from Croydon.

A sultry looking Joanna Dark from Rob Jenkins via email.

A colourful Charizard sent in by 12-year-old Jack Mason from Wolverhampton.



HOW TO... ride with authoritah in SOUTH PARK RALLY

by Mark Green

Saddam Hussein or salty balls causing you problems? Here's some help...

It's a brave developer that decides to mess with a Nintendo winning formula, but Tantalus Interactive's intriguing take on *Mario Kart* works a treat – not least because just about every South Park character, weapon and piece of scenery makes a welcome appearance in the game. *South Park Rally* is a tricky blighter, though, so we've thrown away the Cheesy Poofs and lifted ourselves off the sofa to bring you these lovely tips. Sweet.

WHAT WE SAID



We reviewed *South Park Rally* in issue 38 and this is what we concluded:

"An enjoyable and surprisingly successful variation on the *Mario Kart* formula. In a word: sweet."

N64 STAR GAME

88%

HOW TO... Drive like a pro

First things first: you won't get far without a dollop of driving proficiency, so here are a few pointers to being a better driver...

SURFACING

Oddly, you won't lose *that* much speed racing over non-tarmacced surfaces in *South Park Rally*. There's a liberal scattering of T&P boost boxes on most surfaces anyway, so sticking to the road is never a necessity. In fact, if you're the proud owner of a Phillip doll or two, boosting over a corner usually results in your car bouncing straight over any threatening surfaces.



Quick turns are a surefire way to lose a pursuer, and spinning in a circle like this will confuse the beejaysus out of them.

SKIDDING

Use the handbrake (on R) liberally to make your way around troublesome corners. The South Park karts are fairly slow to react, so position yourself on the left of the road before a right turn (and vice versa) to avoid wheels hitting dirt. For painfully sharp turns, take your finger off the accelerator, turn into the corner, then slam on the gas once more.



You should be able to cut across your opponents' route at the start of a race.



Keep an eye on those arrows – a red one means that a character has caught himself a dose of temporary invincibility.

SPANKING

Colliding with the enemy to collect an object is one of *South Park Rally*'s trickiest tasks. Don't attempt a head-on crash, as your rival will simply weave past and leave you facing the wrong way. Instead, creep up behind and cut across corners they take. When you finally make contact, perform an immediate U-turn in order to 'confuse their ass'.

Save your ass

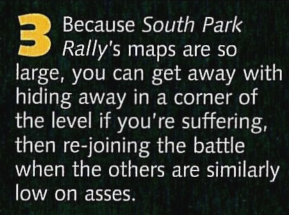
Tips for when the other players are out for your ass.

1 Head straight for the Mr Hanky power-ups (see overleaf for details). The smiling poo will protect you from all varieties of vicious attack, and the collectible box re-appears almost immediately after it's bagged.

2 If a battle isn't going your way, look for the nearest pool of water or lava and dive on in. You won't risk losing an ass this way, and your bemused opponent won't know where on the track you'll re-appear.

3 Because *South Park Rally*'s maps are so large, you can get away with hiding away in a corner of the level if you're suffering, then re-joining the battle when the others are similarly low on asses.

4 Use height to your advantage. Many popular level routes have an overpass hanging above them, so grab some missiles, stake out a position up high and wait for the suckers to race your way.









5 Racing in a straight line is a recipe for disaster. Avoid long straights and weave left to right as you race, or you'll put yourself in the firing line for a whole bevy of ballistics.

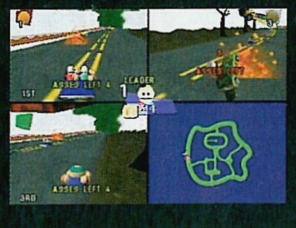
6 Homing weapons are by far the most useful of the power-ups in an Ass Battle, so keep one type permanently stored in a weapon slot and ensure you never lose a one-on-one battle.

7 Use the few seconds of invincibility after a buttock loss to get out of the area. If possible, fall onto a lower level, or weave your way behind a building or wall to lose the tail.

8 Similarly, it's often best to watch an ongoing scrap from afar. When the losing racer attempts a getaway, you can catch them as they lose their power of invulnerability and kick their ass.







BE A LOSER

Three handy ways to shake off pursuers:

1. Just as you're about to take a corner, slam on the brakes and perform an unexpected U-turn.
2. In a built-up area, drive down the perilously thin sections behind buildings – you'll emerge back out before your fellow racer and be able to race off into the distance.
3. Drive through yellow and red boxes for the chance to get your hands on Barf slicks and rats. Use them to slow your opponent right down.



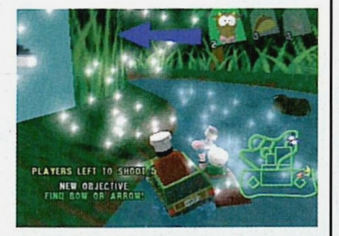
The championship

Struggling through *South Park Rally*'s one-player mode? Take our advice and thrash those tree-huggin' hippies.

VALENTINE'S DAY

Mission: Shoot everyone with the bow & arrow.

The computer drivers will all make a beeline for the bow and ignore the arrow floating around at the bottom-right of the map, so head for that first. When you've collected both objects, race at top speed to a wide area, flip around and wait for your rivals to weave their way into your sights.



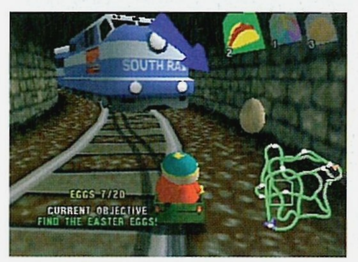
SPRING CLEANING

Mission: Race over checkpoints with the pants.

You almost certainly won't be first to the pants, so concentrate on barging them out of the leader's hands by cutting them off at one of the checkpoint turns. If you're finding it difficult to keep hold of the trews, use the long sections of piping to the west and east to avoid the pesky CPU racers.

EASTER EGG HUNT

Mission: Collect 20 eggs, avoid the bunnies.

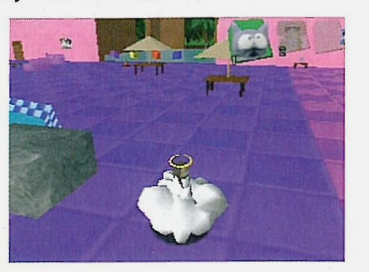


Don't waste precious time trying to smack into a rival racer – by the time you've nicked their eggs, the other competitors will have picked up the same amount. Instead, stick to one section of the course (the north end is a good bet) and wait for the eggs to come to you.

PINK LEMONADE RACE

Mission: Race to tables as they demand drink.

Fundamentally another simplistic checkpoint mission, the Pink Lemonade Race is made trickier by the foresight of the CPU drivers, who'll be racing towards the next table before you've had a chance to get your bearings. So, follow the computer racers and don't overtake until the final table.



The maps

You can choose any map for the variety of race types, so these multi-purpose hints are designed to help you get the best from every stage.

CITY

● Use the train track to cross the map at every opportunity – the train will happily shove you if the boost boxes are missing.
● For a guaranteed catch, lure your foe into the south-east town, then loiter on the bend to the north. Simply wait for them to come your way, or head them off at the roundabout.
● The city's long straights were made for long-range shots. If you're in someone's sights, get some speed up and soar off a bridge onto the rail track, or perform an unexpected U-turn in a built-up area.
Mr Hanky is... on the snowy overpass near the main city, and behind the pink house near the railway barriers.





FARM



● It's almost impossible to make it through the bull's pen in one go, so follow an object-carrier inside and barge them when they get stuck.
● The farm's expansive areas make being picked off with weapons a real risk, so stick to the more claustrophobic barns, and use the Terrance & Phillip boxes for a nippy getaway.
● The ramp at the top of the main barn leads to a jutting gangway, ideal for snipering unfortunates below.



Mr Hanky is... at the top of the wooden ramp in the main barn, and on the roof of a box below the same ramp.

BIG GAY AL'S



● Drive through the picture of kiddies playing in the Big Gay Boat Ride to uncover a super-secret shortcut to the top of the level – the boost boxes will help you make it up.
● Head for the mini-castles to avoid being hit, as your pursuers will invariably get lost in the maze of snow. You can use the ramps to make a quick escape, too – use up the boost boxes to foil pursuers.

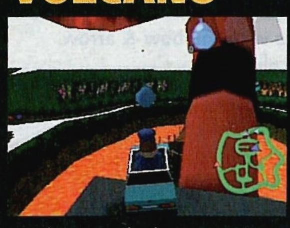


● The water saps speed in the tunnels, so use the tarmacced edges instead.
Mr Hanky is... at the top of the staircase in the main hall, and on the roof of the westernmost castle.
Pinkeye is... on the roof of the westernmost castle.

SEWER



● The space-age tunnels provide a great shortcut. Enter them by breaking through the grey wall in the bottom-left, or shooting up the red-and-white ramp towards the top-left.
● By peering through the transparent green section of the tunnel exit, you can pick the best moment to drop in on an unsuspecting foe.
● It's difficult, but you can leap *into* the rotating pipe using a T&P doll and the nearby ramp – ideal for shaking off enemies.



Mr Hanky is... hiding out in the top-right section of the map.
Pinkeye is... hanging in mid-air at the exit to the top-left space tunnel.

FOREST



● Take a trip to the petting zoo to avoid a shooting. The fences act as barriers against weapons, and there's little room for aiming.
● Don't miss the shortcut that isn't labelled on the map – it leads north-east from the town onto the mountain road. Unwitting opponents will invariably fall foul of it.
Mr Hanky is... concealed within the teepees to the East.



MOUNTAIN



● The train tunnel is a superb shortcut – fast, easy to get around, and with few entry points for opponents to cut you off.
● The wide crossroads provide shootin' and chasin' opportunities for enemies – so slam on the brakes and they'll fly right by, allowing a quick getaway in the confusion.



● Lure object holders onto the cracked, undulating roads – they'll inevitably get stopped in their tracks, ready for a barging.
Mr Hanky is... at the top of the ramp near the high glass window, and on a snowy mound near the Seismic Activity Centre.
Pinkeye is... inside the train tunnel.

VOLCANO

● Make sure you hit the boost box just before leaping the lava on the outside paths – your pursuers won't make the jump and get fried.
● The anti-clockwise route around the boat is slightly quicker than the opposite way, so use that to gain on a fleeing foe.
● The path to the east is the longest, straightest path on this level, so employ weapons there. There's also a good chance that a scarpering racer could crash into one of the stalagmites.
Mr Hanky... is at the top of the lifted road to the east.
Pinkeye is... on the lefthand bluey-white path from the mushroom-filled area.

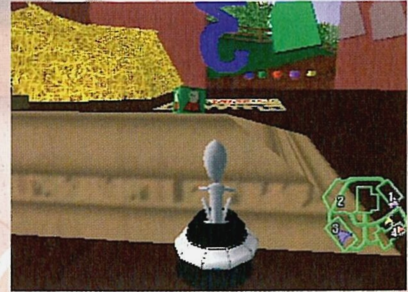


HOW TO... Play hide & seek

If you've scooped up the vaccine in Cow Days, or the key on New Year's Eve, you'll need to avoid the other racers for as long as possible. Try these sneaky hiding places for size...

- In the **City**, nip up the city hall steps and hide round the back of the building.
- Also in the **City**, use a Terrance & Phillip doll to leap from a bridge onto the train, then – using the brake and accelerator – stay there.
- Crawl into the pipe in the **Sewer** and use the brake to stay inside.
- It's possible to break onto the sunken ship in the **Volcano** by racing over the bridge and aiming slightly to the right.
- Leap onto the tip-top of the mini-castles in the **Big Gay Al** level.
- In the **Farm**, gently push the crates in the hay barn and cower behind them in the corner.
- Your opponents will be too busy leaping about in the **Farm** to notice if you hide behind one of the ramps.
- By revving for your life, you can wedge yourself on the sharp drops by the lakes of the **Mountain** level.
- The **Forest** has a perfect hiding place just behind the bridge's toll booth.





Hide behind this ramp, then chuckle yourself stupid as the others soar straight over your head. The fools.

Riding the train is recommended only for pros. Even we're surprised at being able to pull it off for this screenshot.



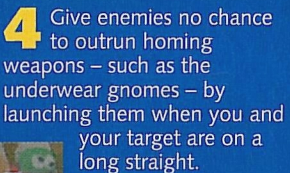
Maximise your arsenal

So many weapons, so little time to use them. Get the most from *South Park Rally*'s expansive collection of weapons with our tips.

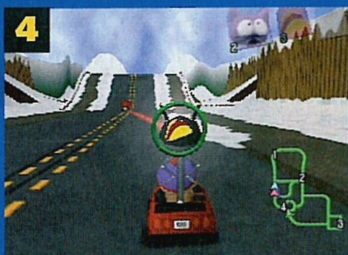
1 Concentrate on yellow and green power-up boxes – you'll be in for the good stuff like Mr Hankey, Kitty and Terrance & Phillip boosters.



2 Make copious use of the ability to switch between weapons. Always keep Terrance & Phillip dolls handy for when you feel a need for speed.



3 Don't waste power-ups to make room for others. If you collect weapons you've already got, they're added to your current stock.



4 Give enemies no chance to outrun homing weapons – such as the underwear gnomes – by launching them when you and your target are on a long straight.



5 Decoy cows are just begging to be left lying around in a pack of real cows – the secret tunnel in Big Gay Al's level is the perfect opportunity.



STOP THIEF

On any stage where there are objects to be collected and dropped off at a specific point – such as Read-A-Book Day – hang around at the drop-off point and wait for an unsuspecting racer with bulging pockets to come screeching towards you. If you manage to manoeuvre into a collision, you'll instantly grab their hard-earned goodies. Cheap and nasty, but a real time-saver.







HOW TO...

go the distance in

WWF WRESTLEMANIA 2000

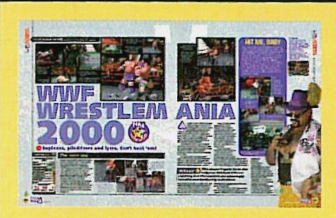
Over 10,000lbs of prime beef stuffed into a 128Mbit cartridge!

by Daniel Glenfield

Love it or loathe it, there's no escaping the fact that games based on this popular American sport will continue to appear as long as somebody, somewhere, is making the consoles to play them on. And thankfully they just keep getting better. THQ's latest sweatfest proves undoubtedly that once you're in the grip of *Wrestlemania*, there's *no* letting go.

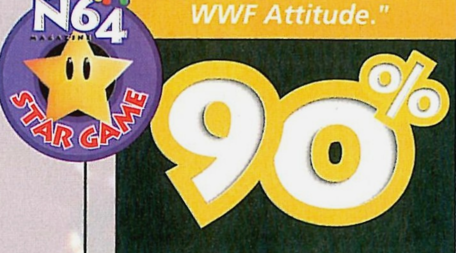


WHAT WE SAID



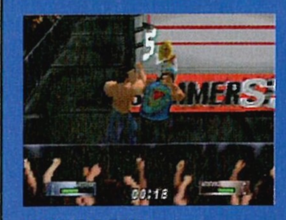
We reviewed *Wrestlemania 2000* in issue 36 and this is what we concluded:

"A highly impressive WWF debut from THQ offering a perfect alternative to Acclaim's *WWF Attitude*."



SECRET CHARACTERS

Wrestlemania features the usual gang of hidden characters and here's how to get your mitts on them...



DUDE LOVE

Win King Of The Ring, then the belt at Summerslam. Dude Love will challenge you to a match.



CACTUS JACK

Win the WWF Hardcore Championship belt and continue to defend it until Cactus Jack challenges you.



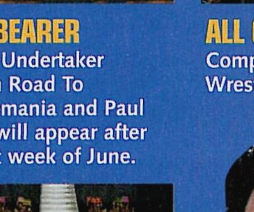
PAUL BEARER

Play as Undertaker through Road To Wrestlemania and Paul Bearer will appear after the first week of June.



ALL CHARACTERS

Complete Road to Wrestlemania.





JERRY LAWLER AND JIM ROSS

Get to the WWF World Championship Match to unlock both these characters.



SHAWN MICHAELS (HBK)

Complete Road To Wrestlemania and win the Championship. After the last match Shawn's music will play.



STEPHANIE MCMAHON

Play as Test in Road To Wrestlemania and you'll see Stephanie McMahon accompanying him.



CAGE MATCH

The obligatory cage bout crops up in *Wrestlemania* – here are a few tips to keep you on top after the metal bars have come down.



HIDDEN CAGE MOVE

To take full advantage of the cage, your fighter can use a special manoeuvre. Grapple, then tap Right-C to throw your opponent against the metal bars.



CLIMBING

Keep climbing straight up and once 'TAP' appears repeatedly press Up and B to leave the ring. Alternatively shimmy across and perform an elbow drop.



SPIDER MAN

Once your spirit meter is flashing 'Special' your wrestler will be able to climb twice as fast.



WHAT GOES UP...

Opponent escaping? Run and press B to hit the cage, then A to rattle it.

ROYAL RUMBLE

The Royal Rumble – it's a fight to the death and here's how to come out smiling.



BRAINS ARE BETTER THAN BRAWN...

You need to conserve your strength. Let your opponents fight it out amongst themselves and pummel the survivor into submission!



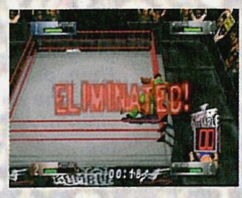
EASY RING-OUTS

Press A to grapple and hit Left/Right and Bottom-C to throw your aggressor into the ropes. Now press B to send them through onto the other side, following up with a strong attack.



ELIMINATING

The fastest way to succeed at Royal Rumble is to eliminate your rivals through 'ring-outs': pinfalls and submissions just take far too long.



DROPKICKS, UPPERCUTS ETC.

Knock your adversary onto the ropes and then perform a strong manoeuvre to send them flying straight over the top.



OR...

When you're both up against the ropes throw your opponent to the other set, wait until they return, and then tap L to duck/jump and send them flying.

MULTIPLAYER

Want to get one over on your mates? Read on...



REVERSALS

Guaranteed to infuriate! Wait for the opposing wrestler to throw a punch and tap block as it hits. You can reverse most moves in this way.



COUNT OUTS

These aren't *real* wins but if you're desperate get ringside and, just before the end, do a submission hold, Release with a second left to go...



...ALTERNATIVELY

Face the entrance to the arena, and before count out throw your opponent with Bottom-C and hop back onto the apron.



MIX 'N' MATCH

Using the same throw displeases the fans, annoys your mates, and quite often results in easy reversals, so mix things up a bit.



STOLEN SPECIALS

Instead of using the stick, press A + B to perform your opponent's special move. They'll be furious!



RUNNING MOVES

Naturally, the computer has faster reactions so use a charging clothesline, elbow strike etc., from short range, for a surprise knockdown.



WEAPONS

Go to the crowd, hit Top-C, and grab a weapon. Hold B for a stronger attack, or run and swing for a bit more damage.



LIKE THE REAL THING...

Use punches and weak grapples to begin with, building up to higher-risk manoeuvres to avoid reversals.



TREE OF WOE

Grapple in the turnbuckle, then press L. Your opponent will find this particularly humiliating. Excellent!



TEAM UP

To perform a joint attack, grapple, press L to get behind and Top-C to put your foe on your shoulders. Player 2 attacks from the air!

TIPS EXT

Resident Evil 2

RATING SYSTEM
Complete the game in under two-and-a-half hours, with less than three saves, fewer than two first aid sprays and no cheats, and you'll earn an 'A' rating.

If you use no saves, first aids, mixed herbs or cheats, and finish the scenario in under one-and-a-half hours, you'll secure the special 'S' rating.



BONUS WEAPONRY
During the first scenario, open the room with the giant moth near the end of the game, then enter 'GUEST' as a keyword on the computer inside. Register your fingerprint, then use it on the locked door on the Umbrella Lab's first floor. Then, during the second scenario, grab the red key card from the vine-infested lab room and repeat the whole process. You'll now be able to enter the lab door and find a new tool.

PLAY AS HUNK
The secret character 'Hunk' is accessible by completing Scenario B for either Leon or Claire, and securing an 'A' rating in both. Hunk's mission involves escaping from the sewer to the police station.

PLAY AS TOFU
Tofu is a giant block of vegetable curd, with the same mission as Hunk but no weapons to protect himself. To play as him, play both Leon's missions, then both Claire's missions, then Leon's missions again – you'll need an 'A' rating in all six.

SECRET FILM
When you find the S.T.A.R.S. office, walk up to the desk in front of the giant banner and search it. Ignore the message and repeat the search 50 times to uncover a secret roll of film. Develop it in the dark room to see a basketball-clutching S.T.A.R.S. recruit.



SHOOT SCREEN
Use any gun to aim towards the game camera and fire. In some areas – specifically the sewers – bullet holes will appear at the front of the screen.

Armorines

LEVEL PASSWORDS
Level 2: PNTNNP
Level 3: NGMLQP
Level 4: SPLGZW
Level 5: DQRFKW
Level 6: PSQQLW
Level 7: NBGJVX
Level 8: VKPDMX
Level 9: SDKNSX
Level 10: PVBWGJ

MAIN CHEATS
Use the code GOLDENPIE to activate all the cheats.

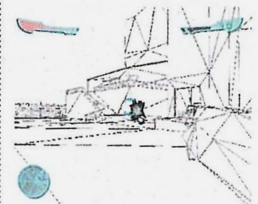
GOD MODE
Enter the password screen and type GODLY to activate God mode.

INVISIBILITY
Tap in HIDEANDSEEK to become see-through.

INFINITE AMMO
Type SORTED into the password screen for unlimited bullets.

ACCESS ANY LEVEL
Enter SKIPPY on the password screen to select between levels.

WIREFRAME MODE



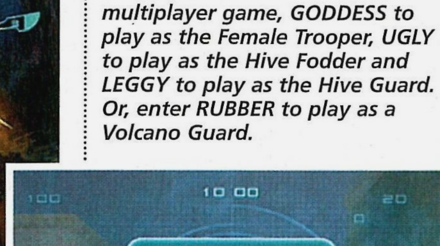
Use SKETCHY on the cheat screen to create a pipe-cleaner world.

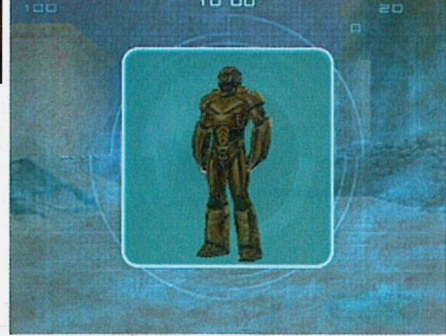
RUN FASTER
Use SONIC as a password to move at a blinding pace.



ALL WEAPONS
Use LOADED on the password screen to open up every piece of bug-kicking arsenal.

PLAY EXTRA MULTIPLAYER LEVELS
Enter CLAW as a password to play as Egypt in the multiplayer game, GODDESS to play as the Female Trooper, UGLY to play as the Hive Fodder and LEGGY to play as the Hive Guard. Or, enter RUBBER to play as a Volcano Guard.





RA

Stuck? Four full pages of the latest tips, cheats and codes should have that stickiness successfully unstuck.

Paperboy



OPEN ALL LEVELS
Enter MAXSUBS on the code entry screen.

INFINITE PAPERS
Enter NOBUNDLE on the code entry screen.

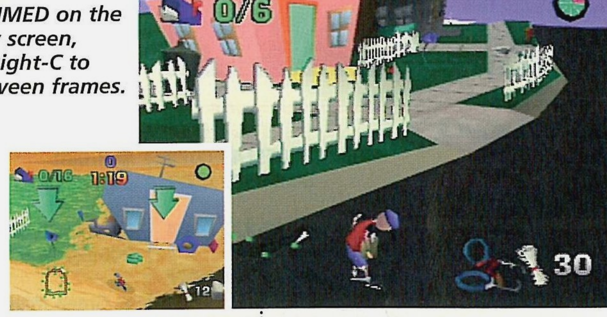
INVINCIBILITY
Enter INVINC on the code entry screen.

FASTER BIKE
Enter GOFAST on the code entry screen.

SLOWER GAME
Enter WAKING on the code entry screen.

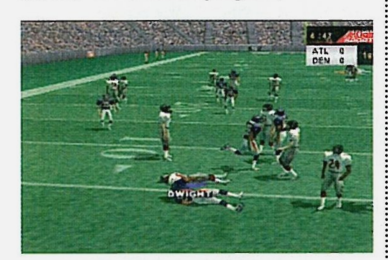
FRAME-BY-FRAME MODE
Enter UNTIMED on the code entry screen, then use Right-C to move between frames.

SMALL PAPER PERSON
Enter LITTLE on the code entry screen.



NFL QBC 2000

CHANGE PLAYERS
Enter TTHPCK on the code entry screen for thinner players,



MRSHMLLW for fatter team members, or SHRTGYS to make everyone on the pitch titchy small.



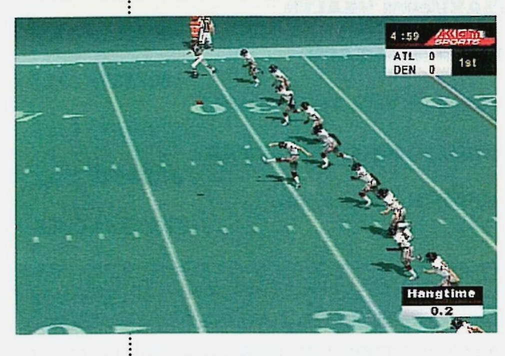
SADISTIC TENDENCIES
Enter HSNFR on the code entry screen for the rather unpleasant 'players on fire' effect, or PPCRNRTRNS to place landmines all over the field.

ALIEN STADIUM
Enter SCLLYMLDR on the code entry screen to play in a new arena.

BIGGER BALLS
Enter BCHBLL on the code entry screen.

MORE INJURIES
Enter HSPTL on the code entry screen.

PLAY RUGBY
Enter RGBY on the code entry screen to put a stop to all this American rubbish.



SLOW-MO
Enter FRRSTGMP on the code entry screen.

Classic tip Forsaken

Martin can't tear himself away from Acclaim's maniacal blaster, having rediscovered it for our Wish You Were Here feature in N64/37. If you took his advice and tracked down a budget copy, here are a few tips.

INFINITE ENERGY
Press L, Z, Left, Right, Down, Down, Bottom-C, Bottom-C on the title screen for unlimited weapon power.

INFINITE MISSILES
Press A, B, L, Up, Up, Top-C, Top-C, Right-C on the title screen for unlimited Titans.

PERMANENT STEALTH MANTLE
Press Up, Up, Up, Up, Right, Down, Left-C, Left-C on the title screen.

INVINCIBILITY
Press A, Z, Z, Up, Left, Left-C, Left-C, Bottom-C on the title screen.

JUST ONE SHOT TO KILL
Press B, B, B, L, R, Left, Down, Down on the title screen.



GO! GO!




ACTION REPLAY CODES

Each month we'll be printing the very best Action Replay codes. So send 'em in...

SHADOWMAN

GOD MODE
80075B1A 0028

INFINITE VOODOO
80075B2A 0026



120 DARK SOULS
80075F49 0078
80075B22 0027

100 CADEAUX
80075B37 0064

ALL GODS AND POIGNE
80075F3B 00FF

OPEN ALL CHEATS
81075F4E 0FFF

OPEN ALL WARP LOCATIONS
81075F34 7FFF
80075F36 00C7

MAXIMUM HEALTH
80075B16 0027

INFINITE BREATH
80075B1E 0027

INFINITE VIOLATOR AMMO
81075B32 03E7

INFINITE SHOTGUN AMMO
81075B2E 0032

INFINITE UZI AMMO
81075B3A 00C8

INFINITE ACCUMULATORS, RETRACTORS & PRISMS
81074C48 0303
80074C4A 0005

FLY MODE
880753E7 0002
D0058F35 0020
800753E7 0000

Press the Action Replay button to enter fly mode. Use the analogue to choose a level, the C-buttons to move and strafe, and the L button to resume control of Mike.

Ian and David Thompson, via e-mail

GOLDENEYE

CHANGE TIME OF DAY

- Bright daylight
  8003E2C5 0030
  8003E2C6 0062
- Night-time
  8003E2C5 0000
  8003E2C6 0008
- Bright daylight 2
  8003E2C5 0062
  8003E2C6 0080
- Green misty
  8003E2C5 0020
  8003E2C6 0000



CROSS GAP IN FACILITY VENTS
8809DB8D 00FF
8809DA85 00FF

Press AR button when standing just before the hole.

PLAY ANY LEVEL IN MULTIPLAYER
81025E42 0001

Set multiplayer options, then back out with B and select a single-player level.

David Noble, Belfast

GUARDS AS FLOATING DWARVES
80028388 FFFF

NO FOG
8001F387 0018

Chris Roderick, Cardiff



F-ZERO X

MAX STARS
800D8823 001D

TRIPLE-A BLUE FALCON
800EA929 0000
810EA92A 0000

SUPER MECHA CAR
810EA92C 2710

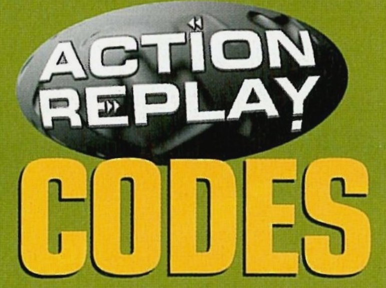
Ian and David Thompson, via e-mail

All of these codes only work with the Action Replay cartridge from Datel. For more details call **Datel on 01785 810800.**

YOUR ACTION REPLAY CODES

cut out and send





CODES

Send to: Action Replay codes, **N64** Magazine, 30 Monmouth Street, Bath BA1 2BW. If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

Here's my Action Replay code

It's for [game name]:

Its effect is:

And my code is:

Name..................

Address..................

....

....

....

....

Postcode..................

READERS' TOP 15 TIPS

Remember the best one wins a Makopad from Interact (0161 702 5010) and an exclusive **N64** pin badge.

Cheat of the month

1 Turok: Rage Wars
For easy team victories, set the 'Hurt Friend' option to 'No', then plant Napalm Gel all over your team-mate. When they near the enemy, detonate the gel – your pal won't die, but your opponents will.
Tom Napier, Rotherham



2 Jet Force Gemini
Here's an easy way to kill those pesky shield drones. By using the shuriken, the drones get absolutely no protection from their shields. Crikey!
Patrick Keating, London



3 Super Smash Bros
Dead and out of lives in a stock team match? If your partner has two or more lives, hold down the Start button to 'borrow' a life from them and re-enter the match.
Jared Abusufian & Jamil Ashraf, Manchester



4 Legend of Zelda
Are the Skulltulas driving you crazy when you're climbing up a wall? Instead of stopping to kill them, just hold still while they're facing you to stop them turning purple and attacking you.
Alice Watson, Fife

5 Jet Force Gemini
Instead of wasting flares to see in the dark, power up your plasma shotgun by holding down Z. This will give you enough light to see in dark conditions, and you're also ready to attack if need be.
Garion Trwoell, Kent



6 Legend of Zelda
During the penultimate battle with Ganondorf, use the quick spin slash (Down + B) after you've pierced him with a light arrow. Pull it off repeatedly, and he won't have time to get up.
Bo-rin Lee, London

7 Rainbow Six
Flashbangs are a nuisance, aren't they? To shrug off their effects, simply switch on your night vision goggles. When the flashbang erupts, you'll be totally unaffected.
Michael Reid, Glasgow

8 Duke Nukem: Zero Hour
Rather than battling through the entire game to activate first-person mode, press Down on the D-pad, Up on the D-pad, L, B, Z, Left on the D-pad, Top-C, Right-C, Left-C and Z on the 'Press Start' screen.
Stuart O'Connor, Hertfordshire

9 Resident Evil 2
If you fancy seeing a piece of Resi history, head to the S.T.A.R.S. room in the Police Station and find the portrait near the bookshelf. Search it to see a picture of the original Resident Evil's S.T.A.R.S. team.
Neil Ashford, Milton Keynes



10 WWF Wrestlemania 2000
Add some snazzy special effects to your custom wrestler with this technique. Hold down Right-C in the moves section of the create-a-wrestler section, and you'll activate a blur effect.
Catherine Sales, Dublin



11 Legend of Zelda
If you're having trouble with the Giant Dodongo, instead of stepping to the side to avoid his rolling attack, simply hold R when the Hylian Shield is equipped and put a stop to his roly-polying.
Ross Johnston, Selkirkshire

12 Destruction Derby 64
There's a brilliant shortcut on the Sunset Canyon track. After you've passed the fountain, look for the 'Parking' neon sign and head underneath it. You'll nip through a secret parking lot.
Matthew Camp, Tewkesbury



13 WWF Wrestlemania 2000
Go to the create-a-wrestler screen and clone one of the women wrestlers to an empty slot. Change the outfit to zero, then save, and you'll be able to play as a crash test dummy in the game.
Andrew Bowles, Co. Armagh

14 Gauntlet Legends
Bizarrely, if you enter your character name as "Sumner" or "Skorne", you'll hear a funny noise, and the name will change into a random collection of letters and symbols. Odd, that.
Mark Piper, Bournemouth



15 Carmageddon 64
No, it isn't 'dismantle your cartridge and throw it into the bin'. By tapping 'wheelspin' while you're braking and turning, you'll be able to perform a much smaller turning circle.
Don Hutchings, Kent



Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you a rather flash **N64** pin badge. If you get the coveted 'cheat of the month' slot you'll get something extra special.

cut out and send

Name..

Address..

....

....

....

....

Postcode..

Here's my top tip

It's for [game name]:

And I've found that if you:

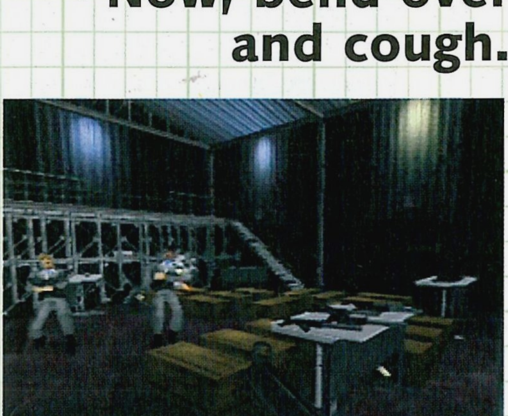


Send to: Tips Extra, **N64** Magazine 30 Monmouth St, Bath BA1 2BW
If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

Dr. Kitts' Game Clinic

THE DOCTOR IS... in

The good doctor will cure your gaming ailments. Now, bend over and cough.



Dr Kitts,
On the Depot level of *GoldenEye*, 00 Agent difficulty, I'm being asked to destroy the arms cache, but I don't know where or what it is. Help!
Matthew Foote, Surrey

Dr Kitts scribbles 'Destroy evidence' on a pad marked 'Things To Do':
This is an easy one, Matthew. After you've run through the first set of gates, turn right and enter the second garage door on the right. This is the ammo dump – blow up all the boxes and guns to achieve the objective.

Dr Kitts,
I'm stuck on the second level of *Rayman*, The Fairy Glade. I can't destroy the big machine and rescue Ly. Please help!
Sean Robinson, Co. Durham

Dr Kitts has something yellow and runny on his chin:
Ah, yes, I had to help our very own Mark with this sticky problem. Grab one of the explosive barrels, then, just as one of the homing bombs is nearing, throw the barrel into the air and shoot the bomb with your 'magic fist'. As long as your feet stay frozen, the barrel will land in your outstretched hands, allowing you to pace a few more steps forward. Repeat the bomb-blasting if needed, and – when you're near enough – chuck the barrel at the machine. Kaboom! Lovely.

Dr Kitts,
On *Mario Golf*, I have Bowser and Metal Mario, but here's what I really, really want: the four characters at the bottom of the select screen. How do I obtain them?
Sean Curran, Londonderry

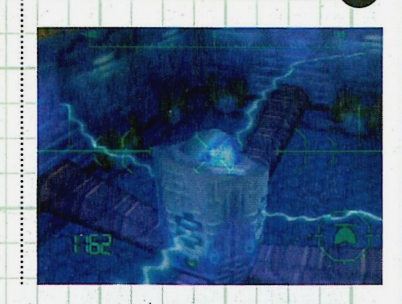
Dr Kitts rubs his legs, smiles and sighs:
You can fill these four slots, Sean, by importing characters from the Game Boy version of Mario Golf – but you'll need to link your Game Boy to your N64 using the transfer pak, which isn't released until March. If you want a peek at the Game Boy golfers, though, keep your eyes open during Mario Golf's credits sequence.

Dr Kitts,
I'm stuck on the boss Barinade in *Zelda*. How do you kill him?
Tom Coates, Cardiff

Is Dr Kitts laughing or crying?
Like this, Tom. Target the globulous creature with Z, then hit the tentacles with your boomerang as you sidestep. With that done, jellyfish will start spinning around – you can put a stop to that by boomeranging the Barinade's main body. Repeat until the creature attacks with an electrical bolt, then hit his belly with a boomerang and stick your sword into him when he turns blue. Repeat until he's dead.

Dr Kitts,
Why oh why can't I get a gold medal on *Jet Force Gemini*'s SS Anubis Floyd Mission? I can get eight items and destroy four targets as ordered, but can't get better than a bronze. It's driving me mad!
Simon Hynard, Norwich

Dr Kitts fiddles with his king size tube of Germolene:
It's a simple matter of time, Simon, so slowing down isn't an option. Try to take out the glowing blue hub without slowing down, and be sure to utilise the shortcut that opens up on the right of the penultimate chamber once the hub's destroyed. The time needed for an Expert medal is 1:00 or under.



Got a gaming query?

Doesn't matter how small, or how precise, write into Dr Kitts for the answer. Detail your problem in the box provided (use a separate piece of paper if necessary) and post it off to:

Dr Kitts' Game Clinic
N64 Magazine
30 Monmouth Street, Bath, BA1 2BW.

cut out and send



I've got this terrible gaming affliction – it's like this...



My name is ....

and I live at ....

....

....

.... Postcode ....

Eight challenges to test the best.

GAME ON

Remember Challenge Anneka? Wobbly-buttocked temptress Anneka Rice would be given 48 hours to finish a task set by a local community – usually 'build a new orphanage'. It was great TV, if only for the faint hope that Ms Rice would fail miserably, and the show would end with a shot of 30 blubbing, homeless orphans.

Unlike Anneka, though, you haven't got kind-hearted locals or publicity-seeking businesses to help you – to tick the medal boxes here requires skill, patience, and a smile or two from Lady Luck. If you want to slip into a blonde wig and jumpsuit, though, we'll understand.

GOLDENEYE 007 *Curious Janitor*





As well as sending in a whopping six challenges, **Tom Ray** and **Lee Goodall** of **Walsall** had us chuckling ourselves silly with their off-kilter humour. Here's the best of their quirky, brilliantly-named challenges, livening up the otherwise-dull two-player game. It's a simple idea: turn the radar off, then, while you go off and make a cup of tea, your foe hides in one of the toilets. Come back, search the bogs for your mate, then kill him in the ensuing firefight. Count the number of victories over 10 rounds.

TIME (SECONDS)		 5		 8		10

SUPER MARIO 64 *Shell on Earth*





The fun with Koopa's rideable shell just never ends, as this challenge from **Adam Butcher** of **London** demonstrates. Bash the young turtle on Bob-Omb's Battlefield, then attempt to collect coins from across the level without toppling off. If you manage to grab any red coins (which won't be easy or – in some cases – even possible), award yourself a 30 point bonus. And if you find the silver medal too easy, try earning the gold by pulling off the same number of coins at full pelt. It's 'turtley' brilliant!

COINS		260 (full speed)		260		150

ISS '98 *Faraway Footie*





This tricky task has been set by **Robert Bartley** of **Kent**. Set the options to Level 5 and Offsides Off, and play an unforgiving team (e.g. Brazil) in an open game. Wait for the opposition goalkeeper to grab the ball, stand next to him and press A + B when the camera moves away – it's a foul, but the ref ignores it. Repeat until the goalie's fatally wounded and carried off, then try to score from as far up the pitch as possible – scan the map to avoid opposition players and shoot. Robert's current best is 70m, just behind the halfway line.

DISTANCE		behind halfway line		40m		20m

SILICON VALLEY *Wet Wet Wet*





This superb hybrid of platforming and puzzling has earned itself a challenge, courtesy of **Anon** from **Wolverhampton**. Start the Jungle Doldrums level (it's within the Jungle section), then drop off the tree next to the log-filled pool. Dive in and get your hyena *really* drenched (try swimming under the waterfall if you're struggling for a soaking), then hop out and jump about a bit. The challenge is to see how many water drops you can catapult into the air without another trip into the drink.

DROPS		6		4		3

F-ZERO X — One Horse Race

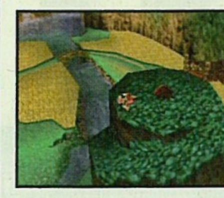




This is from **Janne Kastila** in **Finland**. Play any cup on the Master difficulty level, with the objective being to single out one computer opponent for your undivided attention, making him finish the cup with as few championship points as possible. Ideally, this means blowing him to bits on every race, but remember you'll need to finish in the top yourself or face disqualification. A good tactic is to murder as many foes as you can in the first race, then decide who to focus on in later races.

POINTS		0		25		50

BANJO-KAZOOIE — Vegebomber



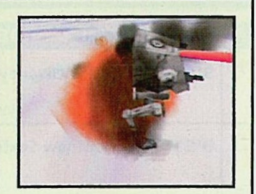


This comes from **Nicky Andrews** from **Gwent**. Head to the Spiral Mountain Training Area at the very start of the game, then climb to the top of the mountain itself. Enter first person and look down, and you should see a collection of vegetables wandering the landscape. Your task is pile Banjo-Kazooie into the produce. Onions are easy, carrots are harder, and the big cauliflower requires God-like timing to hit. A good tip is to build up to a large run and forward roll just before the edge of the hill, hopefully gliding into the food. Tricky!

HITS		All three vegetables		Carrot and Onion		Onion

SHADOWS OF THE EMPIRE — Legs Eleven

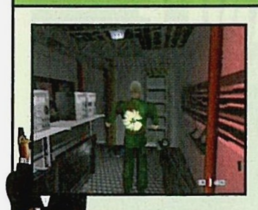




Many thanks to **Ronald Helyar** of **Scotland** for this challenge for LucasArt's creaky – but often enjoyable – Star Wars-'em-up. Play Jedi mode, head for the Battle of Hoth and get as far as level 2, where the AT-AT is strutting about. Fly full speed through the AT-ST's legs. Now do it again. And keep doing it, as many times as you can in 60 short seconds. If you smash into the legs, you'll career out of control and possibly crash, so watch your fingers on the joypad. If you *do* crash then, on Ronald's instructions, 'yer out'.

LOOPS		11		6		4

GOLDENEYE 007 — Hostage Accostage






Thanks to **David Clack** from **Kent** for this perversely enjoyable hostage-chasing Bond challenge. You'll need to activate the following cheats: 2xHunting Knives or 2xThrowing Knives, and invisibility if you've got it. Head for the bottom floor of the Frigate and into one of the two rooms containing hostages. Shoot a guard, wait for the 'Hostage released!' message, then give the hostage 5 seconds to run (8 seconds if you're using throwing knives) before cutting him up. The quicker you deck him, the more impressive your medal's colour.

KILLS		10		5		3

Now it's your turn!

GAME ON

Do you have any weird ways of playing your favourite games? If you've got a nifty challenge that you'd like to share with **N64** readers around the world, we'd love to hear about it. Write 100 words explaining what you've got to do, and set three suitable levels of achievement for Gold, Silver and Bronze medals.

CHALLENGES WANTED!

As well as all the usual games, we're particularly interested in Game On challenges for...
Donkey Kong 64 • Jet Force Gemini
WWF Wrestlemania 2000 • Resident Evil 2
We'll print the best right here, and you'll get a priceless **N64** pin badge for your troubles.
So very sweet.



Send your challenges to:
Game On, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

I'M THE BEST

Fancy yourself as a bit of a demon at *DK64*? Well get those scores in, then!

You know the score, as the saying goes. And, thanks to us, you can indeed know, with four pages packed full of the country's best N64 times and records.

Of course, you might know a different score – a score of yours that beats the scores here. If that's the case, you know the score. Send it in – with proof – and we'll print it right here.

You know the score we asked you to beat on *DK64* last month? We've found a winner – see the bottom of the page to know *that* score. (*That's enough* – Ed.)

New League
RESIDENT EVIL 2
We want your best completion times for the following scenarios:
Claire Mission A
Leon Mission B
Claire Mission B
4th Survivor
Tofu Mission





STAR PERFORMANCE in conjunction with INTERACT

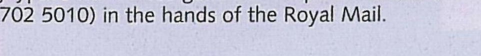
In the Christmas issue of N64 Magazine we asked you to have a go at the Jeff and Barry Racing sub game in space blaster *Jet Force Gemini*. Entries were a little slow coming in, but we've finally got a winner who's earned himself the esteemed title of this month's star performer.



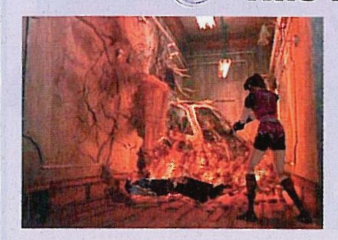
Anthony Hooley from Breaston managed a mighty 27.80 putting him straight to the top of our new *Jet Force* league and earning him a sparkly new Interact joypad (call 0161 702 5010 for more details). To see your name amongst the other top performers on these pages, and possibly win yourself a prize, send your times in to the address on page 99.

NEW HIGH SCORE!

Donkey Kong 64 has sold by the bucketload and we've had loads of entries for issue 37's 'time to beat'. In fact, this month we're in the unique position of having two high score finalists. Both Matthew Sexton from Bedford and Ben Gooch from Tamworth achieved a heady 218 points on the Rambi Arena. Congratulations to them both, there are two joypads from those generous chaps at Interact (0161 702 5010) in the hands of the Royal Mail.



THIS MONTH'S TIME TO BEAT



Scare-em-'up *Resident Evil 2* hits the shelves this month. We recommend you grab yourself a copy of this superb zombie shocker and then have a go at beating Claire's mission in under four and a half hours. Send your times in to us and the fastest will win an Interact joypad (0161 702 5010). Winner's details will appear in issue 41. Oh yes they will.

Mario Golf



TOAD HIGHLANDS

1	9'18"68	Jon McIlvaney, *Washington*
2	9'52"64	Matthew Sexton, *Bedford*
3	9'57"44	Gary Carney, *Newcastle upon Tyne*
4	10'11"05	Rob Pierce, *Salisbury*
5	10'25"32	Lee Fawcett, *Bedale*

KOOPA PARK

1	11'08"80	Chris Webb, *Gloucester*
2	12'03"16	Jon McIlvaney, *Washington*
3	12'20"52	Gary Carney, *Newcastle upon Tyne*
4	12'49"20	Rob Humphrey, *Birstall*
5	13'00"32	Simon Johnson, *Tyne & Wear*

SHY GUY DESERT

1	11'48"88	Chris Webb, *Gloucester*
2	12'32"80	Gary Carney, *Newcastle upon Tyne*
3	13'23"36	Jon McIlvaney, *Washington*
4	13'24"96	Richard Clark, *Suffolk*
5	13'31"32	Nathan Miley, *Bedford*

YOSHI'S ISLAND

1	12'05"96	Chris Webb, *Gloucester*
2	12'32"84	Gary Carney, *Newcastel upon Tyne*
3	12'47"96	Jon McIlvaney, *Washington*
4	13'10"68	Nathan Miley, *Bedford*
5	13'25"68	Simon Johnson, *Tyne & Wear*

BOO VALLEY

1	13'08"28	Gary Carney, *Newcastle upon Tyne*
2	13'12"64	Simon Johnson, *Tyne & Wear*
3	14'41"60	Dan Jones, *Hartlepool*
4	14'46"76	Jon McIlvaney, *Washington*
5	15'06"20	Richard Clark, *Suffolk*

MARIO'S STAR

1	12'26"64	Jon McIlvaney, *Washington*
2	13'28"72	Chris Webb, *Gloucester*
3	13'35"00	Simon Johnson, *Tyne & Wear*
4	13'48"96	Gary Carney, *Newcastle upon Tyne*
5	15'34"04	Dan Jones, *Hartlepool*

World Driver Champ



KYOTO A

1	1:01.40	James Cunnington, *Harrogate*

Star Wars Episode 1: Racer



BOONTA TRAINING COURSE		
1	0:26.705	Thomas Hower, *Denmark*
2	0:27.639	James McClosky, *Co.Derry*
3	0:29.259	Anthony Ratnasothy, *Essex*
4	0:30.124	Phil Hughes, *Widnes*
5	0:30.609	Daniel Durdin, *Woking*

MON GAZZA SPEEDWAY		
1	0:12.158	Thomas Hower, *Denmark*
2	0:12.573	James McClosky, *Co.Derry*
3	0:12.775	Anthony Ratnasothy, *Essex*
4	0:13.071	Phil Hughes, *Widnes*
5	0:13.613	Daniel Durdin, *Woking*

BEEDO'S WILD RIDE		
1	0:56.431	Anthony Ratnasothy, *Essex*
2	1:00.342	Thomas Hower, *Denmark*
3	1:01.196	Stephen Hill, *Maidstone*
4	1:02.242	Luke Oswin, *Leicester*
5	1:04.159	Andrew Mills, *Dundee*

MALASTARE 100		
1	0:31.844	James McClosky, *Co.Derry*
2	0:34.780	Anthony Ratnasothy, *Essex*
3	0:36.755	Thomas Hower, *Denmark*
4	0:39.828	Stephen Hill, *Maidstone*
5	0:40.072	Nader Kohbodi, *Anglesey*

VENGEANCE		
1	1:07.810	Anthony Ratnasothy, *Essex*
2	1:11.881	Jan-Erik Spangberg, *Sweden*
3	1:12.290	Nader Kohbodi, *Anglesey*
4	1:13.048	Stephen Hill, *Maidstone*
5	1:13.573	James Swain, *Essex*

SCRAPPERS RUN		
1	0:34.957	James McClosky, *Co.Derry*
2	0:37.950	Anthony Ratnasothy, *Essex*
3	0:41.057	Stephen Hill, *Maidstone*
4	0:41.931	Thomas Hower, *Denmark*
5	0:42.275	Jan-Erik Spangberg, *Sweden*

ANDO PRIME CENTRUM		
1	0:51.627	Thomas Hower, *Denmark*
2	0:51.867	Anthony Ratnasothy, *Essex*
3	0:58.657	Stephen Hill, *Maidstone*
4	0:59.390	Dominic Tourner, *Australia*
5	0:59.611	Luke Oswin, *Leicester*

EXECUTIONER		
1	1:22.029	Anthony Ratnasothy, *Essex*
2	1:23.611	Luke Oswin, *Leicester*
3	1:26.576	Thomas Hower, *Denmark*
4	1:27.559	Jan-Erik Spangberg, *Sweden*
5	1:28.897	Stephen Hill, *Maidstone*

Beetle Adventure Racing



COVENTRY COVE		
1	4'36"03	Matthew Leach, *Cheshire*
2	4'42"59	Ross Anderson, *Peterborough*
3	4'42"98	Martin Van Duuren, *Holland*
4	4'43"88	Anders Ringdal, *Norway*
5	4'47"81	Craig Wood, *West Sussex*

MOUNT MAYHEM		
1	4'43"11	Matthew Leach, *Cheshire*
2	4'44"99	Anders Ringdal, *Norway*
3	4'47"65	Martin Van Duuren, *Holland*
4	4'47"66	Ross Anderson, *Peterborough*
5	4'50"03	Jan-Erik Spangberg, *Sweden*

SUNSET SANDS		
1	5'14"26	Martin Van Duuren, *Holland*
2	5'21"86	James Robinson, *Cheshire*
3	5'25"28	Thomas Hower, *Denmark*
4	5'28"09	Ross Anderson, *Peterborough*
5	5'43"41	Simon Jeffree, *Northampton*

INFERNO ISLE		
1	6'29"06	Martin Van Duuren, *Holland*
2	6'33"09	Jan-Erik Spangberg, *Sweden*
3	6'33"93	Ross Anderson, *Peterborough*
4	6'36"64	Anders Ringdal, *Norway*
5	6'39"95	Martin Van Duuren, *Holland*

METRO MADNESS		
1	4'47"76	James Robinson, *Cheshire*
2	5'43"46	Martin Van Duuren, *Holland*
3	5'49"03	Ross Anderson, *Peterborough*
4	6'01"82	Sean MacKenzie, *Edinburgh*
5	6'03"21	Ben Staples, *Watchet*

WICKED WOODS		
1	3'56"10	Thomas Hower, *Denmark*
2	3'56"50	Martin Van Duuren, *Holland*
3	3'59"36	Ross Anderson, *Peterborough*
4	4'01"89	Steven Gamble, *Australia*
5	4'02"67	Anders Ringdal, *Norway*

F1 WGP 2



UK (PAL) TIMES ONLY (No secret cars)

AUSTRALIA		
1	1'06"41	Robert Watkin, *London*
2	1'08"26	James Hegarty, *Belfast*
3	1'09"12	Chris Pearson, *Skipton*
4	1'09"54	Stuart Black, *Middlesex*
5	1'09"76	Tom White, *West Sussex*

MONACO		
1	1'07"07	Chris Pearson, *Skipton*
2	1'10"01	James Hegarty, *Belfast*
3	1'11"57	Robert Watkin, *London*
4	1'16"01	Dane Lane, *Notts*
5	1'22"13	Craig Smith, *Bury*

SPAIN		
1	1'08"40	Chris Pearson, *Skipton*
2	1'10"01	Robert Watkin, *London*
3	1'11"57	James Hegarty, *Belfast*
4	1'24"23	Craig Smith, *Bury*
5	1'24"28	Alan Blacklock, *Andover*

BELGIUM		
1	1'25"94	Alan Blacklock, *Andover*
2	1'28"07	Chris Pearson, *Skipton*
3	1'30"63	Robert Watkin, *London*
4	1'31"35	Craig Smith, *Bury*
5	1'31"43	James Hegarty, *Belfast*

JAPAN		
1	1'16"85	Chris Pearson, *Skipton*
2	1'19"37	Robert Watkin, *London*
3	1'23"09	James Hegarty, *Belfast*
4	1'37"43	Craig Smith, *Bury*
5	1'40"19	Alan Blacklock, *Andover*

BRITAIN		
1	1'05"99	Chris Pearson, *Skipton*
2	1'06"76	James Hegarty, *Belfast*
3	1'06"83	Robert Watkin, *London*
4	1'25"70	Alan Blacklock, *Andover*
5	1'27"23	Craig Smith, *Bury*

BRAZIL		
1	1'01"37	Chris Pearson, *Skipton*
2	1'02"39	James Hegarty, *Belfast*
3	1'03"89	Robert Watkin, *London*
4	1'15"17	Craig Smith, *Bury*
5	1'19"34	Alan Blacklock, *Andover*

FRANCE		
1	1'01"01	Chris Pearson, *Skipton*
2	1'02"46	James Hegarty, *Belfast*
3	1'03"41	Robert Watkin, *London*
4	1'16"19	Craig Smith, *Bury*
5	1'17"52	Alan Blacklock, *Andover*

GO! GO!

Donkey Kong 64



RAMBI BONUS GAME		
1	218	Matthew Sexton, *Bedford*
2	218	Ben Gooch, *Tamworth*
3	210	Phil Hughes, *Widnes*
4	206	Martin Zee, *Runcorn*
5	204	David Crowther, *Deal*
6	196	Rob Sykes, *Cheshire*
7	190	Stuart Stringer, *Orpington*
8	188	Marc Marshall, *Altrincham*
9	182	Edward Rummins, *Ashford*
10	182	Ian Davison, *Leeds*

DIDDY'S MINECART RIDE		
1	74	Anthony Hooley, *Breaston*

ENGUARDE ARENA		
1	300	Stuart Stringer, *Orpington*
2	250	Marc Marshall, *Altrincham*
3	250	Anthony Hooley, *Breaston*
4	220	Ben Gooch, *Tamworth*
5	240	Matthew Sexton, *Bedford*

DK ARCADE		
1	120600	Ben Gooch, *Tamworth*
2	58500	Matthew Sexton, *Bedford*
3	51100	Simon Johnson, *Tyne & Wear*

JETPAC		
1	213425	Simon Johnson, *Tyne & Wear*
2	52000	Matthew Sexton, *Bedford*
3	31060	Anthony Hooley, *Breaston*

Jet Force Gemini



FLOYD MISSIONS		
1	0:21.05	Ruben Larsen, *Norway*

ESCHEBONE

We want to see your times!

SS ANUBIS

We want to see your times!

JEFF & BARRY ARCADE RACING 1		
1	27:80	Anthony Hooley, *Breaston*
2	27:96	Rob Humphrey, *Birstall*

JEFF & BARRY ARCADE RACING 2		
1	39:88	Anthony Hooley, *Breaston*
2	41:08	Rob Humphrey, *Birstall*

Wipeout 64



UK (PAL) TIMES ONLY

KLIES BRIDGE		
1	0:18.0	David Maguregui, *Wellesbourne*
2	0:18.2	Thomas Grandjean, *Switzerland*
3	0:19.0	Phil Hughes, *Widnes*
4	0:19.3	Rob Friend, *Glossop*
5	0:19.9	Mark Robinson, *Congleton*

QORON IV		
1	0:30.2	Rob Friend, *Glossop*
2	0:30.4	Thomas Grandjean, *Switzerland*
3	0:31.8	Phil Hughes, *Widnes*
4	0:31.0	Rob van de Kooi, *The Netherlands*
5	0:31.3	Chris Adams, *London*

SOKANA		
1	0:31.5	Thomas Grandjean, *Switzerland*
2	0:32.7	Anthony Kay, *Macclesfield*
3	0:32.8	Rob Friend, *Glossop*
4	0:33.6	Rob van de Kooi, *The Netherlands*
5	0:33.7	Chris Adams, *London*

DYRONESS		
1	0:23.0	Mark Robinson, *Congleton*
2	0:23.6	Adam Tucker, *Great Yarmouth*
3	0:23.7	Phil Hughes, *Widnes*
3	0:23.7	Rob van der Kooi, *N'lands*
5	0:23.9	Thomas Grandjean, *Switzerland*

MACHAON II		
1	0:35.4	Stuart Millar, *Guildford*
2	0:36.2	Phil Hughes, *Widnes*
3	0:36.3	Thomas Grandjean, *Switzerland*
4	0:36.9	Rob van der Kooi, *N'lands*
5	0:37.1	Chris Adams, *London*

TERAFUMOS		
1	0:30.8	Stuart Millar, *Guildford*
2	0:31.6	Thomas Grandjean, *Switzerland*
3	0:31.8	Rob van der Kooi, *The Netherlands*
4	0:31.9	David Maguregui, *Wellesbourne*
5	0:32.0	Rob Friend, *Glossop*

Rogue Squadron



UK (PAL) TIMES ONLY

AMBUSH AT MOS EISLEY		
1	0:38	Martin Critchley, *Doncaster*
2	0:42	Phil Hughes, *Widnes*
3	0:45	Brendan Edge, *Nottingham*
4	0:53	Richard Dunn, *Lincolnshire*
5	0:55	Andrew Harvey, *Reading*

LIBERATION OF GERRARD V		
1	4:04	Jan-Erik Spangberg, *Sweden*
2	4:05	Richard Dunn, *Lincolnshire*
3	4:14	Philip Ward, *Portsmouth*
4	4:20	Simon Duroe, *Wales*
5	4:20	Martin Critchley, *Doncaster*

SEARCH FOR THE NONNAH		
1	3:31	Richard Dunn, *Lincolnshire*
2	3:33	Jan-Erik Spangberg, *Sweden*
3	3:38	Martin Critchley, *Doncaster*
4	3:46	Philip Ward, *Portsmouth*
5	4:26	Peter Cooper, *High Wycombe*

BATTLE OF HOTH		
1	2:49	Jan-Erik Spangberg, *Sweden*
2	2:58	Simon Duroe, *Wales*
3	3:08	Andrew Harvey, *Reading*
4	3:11	Morten Tronstad, *Norway*
5	3:11	Brendan Edge, *Nottingham*

RESCUE ON KESSELL		
1	0:24	Jan-Erik Spangberg, *Sweden*
2	0:25	Danny Dunn, *Lincolnshire*
3	0:28	Morten Tronstad, *Norway*
4	0:30	Ryan Medlock, *Surrey*
5	0:32	Simon Loring, *Uphill*

THE BATTLE OF CALAMARI		
1	3:00	Richard Dunn, *Lincolnshire*
2	3:07	Jan-Erik Spangberg, *Sweden*
3	3:28	Morten Tronstad, *Norway*
4	3:46	Simon Duroe, *Wales*
5	3:51	Josh Bryson, *Cheltenham*

DEFECTION AT CORRELLIA		
1	7.12	Simon Duroe, *Wales*
2	7.29	Jan-Erik Spangberg, *Sweden*
3	7:38	Andrew Harvey, *Reading*
4	7:43	Brendan Edge, *Nottingham*
5	8:05	Simon Loring, *Uphill*

BATTLE ABOVE TALORAAN		
1	2:02	Danny Dunn, *Lincolnshire*
2	2:24	Jan-Erik Spangberg, *Sweden*
3	3:05	Peter Cooper, *High Wycombe*
4	3:06	Brendan Edge, *Nottingham*
5	3:45	Philip Ward, *Portsmouth*

DEATH STAR TRENCH RUN		
1	1:51	James Skuse, *Caterham*
1	1:51	Niklas Burdon, *Newcastle Upon Tyne*
1	1:51	Liam Carroll, *Carnforth*
1	1:51	Peter Cooper, *High Wycombe*
1	1:51	Simon Loring, *Uphill*



F-Zero X



UK (PAL) TIMES

SAND OCEAN		
1	1'14"690	Adam Tucker, *Great Yarmouth*
2	1'15"246	Phil Hughes, *Widnes*
3	1'16"854	Gary Carney, *Newcastle-upon-Tyne*
4	1'16"917	David Van Moer, *Belgium*
5	1'17"007	Morten Tronstad, *Norway*

BIG BLUE		
1	1'27"690	Adam Tucker, *Great Yarmouth*
2	1'29"634	Gary Carney, *Newcastle-upon-Tyne*
3	1'31"999	Tony Dunster, *London*
4	1'32"502	David Van Moer, *Belgium*
5	1'33"343	Morten Tronstad, *Norway*

SECTOR ALPHA		
1	1'22"696	Adam Tucker, *Great Yarmouth*
2	1'23"527	Phil Hughes, *Widnes*
3	1'24"792	Morten Tronstad, *Norway*
4	1'24"830	David Van Moer, *Belgium*
5	1'24"888	Victor Hacon, *Norfolk*

DEVIL'S FOREST 2		
1	1'15"011	Phil Hughes, *Widnes*
2	1'16"218	Hedley Gabriel, *Essex*
3	1'18"399	Adam Tucker, *Great Yarmouth*
4	1'22"152	D. D. Ramone, *Carlisle*
5	1'22"591	Sam Fenwick, *Leighton Buzzard*

FIRE FIELD		
1	1'14"360	Phil Hughes, *Widnes*
2	1'15"028	Adam Tucker, *Great Yarmouth*
3	1'15"183	D. D. Ramone, *Carlisle*
4	1'17"802	Gary Carney, *Newcastle-upon-Tyne*
5	1'19"908	David Van Moer, *Belgium*

RED CANYON 2		
1	1'33"776	Adam Tucker, *Great Yarmouth*
2	1'34"800	Gary Carney, *Newcastle-upon-Tyne*
3	1'34"935	Phil Hughes, *Widnes*
4	1'35"555	D. D. Ramone, *Carlisle*
5	1'39"323	Tony Dunster, *London*

SPACE PLANT		
1	2'00"535	Adam Tucker, *Great Yarmouth*
2	2'01"163	Phil Hughes, *Widnes*
3	2'02"173	D. D. Ramone, *Carlisle*
4	2'05"109	Sam Fenwick, *Leighton Buzzard*
5	2'05"442	Gary Carney, *Newcastle-upon-Tyne*

PORT TOWN 2		
1	1'52"832	Adam Tucker, *Great Yarmouth*
2	1'52"920	Phil Hughes, *Widnes*
3	1'53"521	Gary Carney, *Newcastle-upon-Tyne*
4	1'54"461	David Van Moer, *Belgium*
5	1'54"676	D. D. Ramone, *Carlisle*

SAND OCEAN 2		
1	1'36"776	Adam Tucker, *Great Yarmouth*
2	1'37"485	Gary Carney, *Newcastle-upon-Tyne*
3	1'37"834	Tony Dunster, *London*
4	1'38"470	Phil Hughes, *Widnes*
5	1'38"635	D. D. Ramone, *Carlisle*

Diddy Kong Racing



UK (PAL) TIMES

EVERFROST PEAK		
1	1'29"56	Adam Tucker, *Great Yarmouth*
2	1'31"56	Rob Inman, *Aylesbury*
3	1'32"36	Mario Keer, *The Netherlands*
4	1'32"40	Andrew Mills, *Dundee*
5	1'34"40	Anthony Kay, *Macclesfield*

FROSTY VILLAGE		
1	1'19"40	Phil Hughes, *Widnes*
2	1'19"90	Daniel Carlsson, *Sweden*
3	1'20"65	Anthony Levitt, *Swanley*
4	1'22"10	Morten Tronstad, *Norway*
5	1'23"96	Adam Tucker, *Norfolk*

WHALE BAY		
1	0'55"31	Phil Hughes, *Widnes*
2	0'56"51	Morten Tronstad, *Norway*
3	0'56"75	Adam Tucker, *Norfolk*
4	0'58"71	Andrew Mills, *Dundee*
5	0'59"43	Danny Dunn, *Lincolnshire*

PIRATE LAGOON		
1	1'04"45	Adam Tucker, *Great Yarmouth*
2	1'05"41	Phil Hughes, *Widnes*
3	1'05"66	Morten Tronstad, *Norway*
4	1'05"73	Jan-Erik Spangberg, *Sweden*
5	1'06"46	Anthony Levitt, *Swanley*

TREASURE CAVES		
1	0'47"06	Phil Hughes, *Widnes*
2	0'47"83	Rob Inman, *Aylesbury*
3	0'48"43	Adam Tucker, *Great Yarmouth*
4	0'48"61	Daniel Carlsson, *Sweden*
5	0'49"06	Richard Dunn, *Lincolnshire*

BOULDER CANYON		
1	1'32"66	Phil Hughes, *Widnes*
2	1'32"96	Adam Tucker, *Great Yarmouth*
3	1'33"26	Morten Tronstad, *Norway*
4	1'33"81	Danny Dunn, *Lincolnshire*
5	1'36"40	Andrew Mills, *Dundee*

HAUNTED WOODS		
1	0'50"45	Rob Inman, *Aylesbury*
2	0'51"20	Phil Hughes, *Widnes*
3	0'53"91	Adam Tucker, *Great Yarmouth*
4	0'54"06	Daniel Carlsson, *Sweden*
5	0'54"95	Jan-Erik Spangberg, *Sweden*

STAR CITY		
1	1'29"53	Adam Tucker, *Great Yarmouth*
2	1'30"50	Rob Inman, *Aylesbury*
3	1'30"90	Richard Dunn, *Lincolnshire*
4	1'31"76	Anthony Levitt, *Swanley*
5	1'31"93	Morten Tronstad, *Norway*

SPACEPORT ALPHA		
1	1'40"46	Rob Inman, *Aylesbury*
2	1'40"71	Andrew Mills, *Dundee*
3	1'41"33	Phil Hughes, *Widnes*
4	1'43"10	Morten Tronstad, *Norway*
5	1'47"75	Adam Tucker, *Great Yarmouth*

How to enter

Remember, you need to send in a photo or video for your effort to be 'confirmed'. Any photos MUST have your name, address and score/time on the back. Videos must have a label attached with the aforementioned information easily legible.
Send all your bits to:

I'm the Best, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW
If you'd like your videos or photographs back, please include a stamped, addressed envelope (with the correct number of stamps) and we'll promise to do our best to return them.

And remember, each issue has to be completed far earlier than you could ever imagine, so don't fret if your entry doesn't appear in the first issue after you put it in the post – it'll be there in the next one.

In association with GAMESTER

It's time for a change, here at Skill Club 64. Please welcome... Skill Club Millennium!



Behold! A new era dawns at **N64** Magazine, as Skill Club 64 gets a complete overhaul for the new century. Over to the right, you'll find 20 all-new challenges for your delectation. We've included fresh challenges for the best new games – including *Jet Force Gemini* and *Donkey Kong 64* – and kept a few of the old classics, albeit with all-new tests of skill.

Skill Club Millennium will still feature Bronze, Silver, Gold and Platinum clubs, and we'll still be giving away exclusive certificates – it's just the challenges that are different. When you reach the heady heights of the Gold Club, you'll win either a Gamester Advanced controller or a Gamester Tremor Pak with 1Mb memory – and, for those that get into Platinum, an ultra-rare **N64** T-shirt and pin badge will also be yours. As well, of course, as the thrill of being nationally recognised as a gaming genius.

But don't worry if you're riding high in the Platinum Club, the old Skill Club will be sticking around for a few months yet. But this is your last chance to beat those old-style challenges, before we all get stuck into Skill Club Millennium.

So what are you waiting for? Enjoy!

the rules

- *You need to accomplish three challenges to earn yourself a Bronze placing, seven for Silver, ten for Gold and 14 to make it into the all-new Platinum list.*
- *You can enter whichever challenges you like – it is entirely up to you.*
- *You can use PAL or NTSC copies of the games but, if you opt for NTSC, you'll have to achieve the faster of the two listed times in Mario Kart and Wave Race.*
- *Each challenge entered must be accompanied by photographic or video proof. Squeezing everything onto the one video tape seems the most sensible solution to us.*
- *We know how to recognise the influence of cheat carts and codes. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.*
- *You can enter for the leagues in stages if you wish. It's up to you. If you've made it into the Bronze league, for instance, you could send us further proof of four or more challenges to elevate yourself to a loftier position.*
- *Bronze, Silver, Gold and Platinum leagues will be published in each future edition of **N64** Magazine.*
- *If you'd like your tapes or photographs back, please include a stamped, addressed envelope.*

HOW TO... prove your achievements

Taking photographs

Point at the screen and click away. For best results, turn off or cover up the flash (it will reflect off the screen), draw the curtains and use a fast film – 200 or, best of all, 400 ASA.

Taking videos

1. Take the lead that connects your N64 to your TV and plug it into the 'Signal In' socket on the back of your video.
2. Connect the 'Signal Out' plug on your video to your TV and turn both on.
3. Switch your TV to the video channel and switch on your N64 with a game plugged into it.
4. Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.
5. Achieve your challenge and get to the appropriate result screen.
6. Pop in a tape and press 'record'. Press 'Stop' after five seconds or so.
7. Repeat steps 5 and 6 according to the number of challenges you're attempting.
8. Rewind the tape to the beginning of your evidence (so we can see your scores quickly and easily). And that's about it.



ENTRY FORM

Hello there,

I'd like to humbly put myself forward for the Bronze/Silver/Gold/Platinum Skill Club 64 league. I include proof of my achievements in:

	A F-Zero X		K Zelda
	B ISS '98		L GoldenEye 007
	C Rogue Squadron		M Pilotwings
	D Super Mario 64		N Donkey Kong 64
	E Turok: Rage Wars		O Resident Evil 2
	F Lylat Wars		P Mario Golf
	G Quake II		Q Shadowman
	H Wave Race 64		R Jet Force Gemini
	I 1080°		S Smash Bros
	J Mario Kart		T World Driver

Please send my badge and certificate to:

Name

....

Address

....

....

....

....

*Use a photocopy of this form if you'd rather not cut your copy of **N64** Magazine.*

challenge A — F-Zero X



What you must do: Get a time of under 50 seconds on Death Race.
Proof: A photo of your time, shown on the info screen after the race.
Helpful tips: The DGG+ free with issue 22.

challenge K — The Legend of Zelda



What you must do: Catch the Hylian Loach (using the sinking lure).
Proof: An in-game photo, showing Link holding the Loach, with the weight displayed.
Helpful tips: The DGG+ with issue 26 will tell you all.

challenge B — ISS '98




What you must do: Finish all the scenarios.
Proof: A photo of two completed Scenario screens.
Helpful tips: There's the review in issue 20. And, um, that's it. You're on your own here.

challenge L — GoldenEye 007



What you must do: Unlock all the cheats.
Proof: A photo of the unlocked cheats. From the, er, cheats screen.
Helpful tips: i-Spy magazine with **N64**/9, tips in **N64**/10 and 12 and the DGG+ which came with issue 12.



challenge C — Rogue Squadron

What you must do: Score over 95% accuracy on the first level, Ambush at Mos Eisley.
Proof: A photo of the stats screen.
Helpful tips: Tips in issue 27, or issue 31's DGG+.
(Note: Feel free to use any ships for this, including the V-Wing and Naboo fighter.)



challenge M — Pilotwings



What you must do: Score over 3550 points in total.
Proof: Photographs of both the main mission select screen and the bonus mission select screen, with all points displayed.
Helpful tips: There's a guide in issue 6, and loads of help in the DGG+ found free with issue 19.

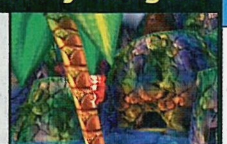


challenge D — Super Mario 64



What you must do: Complete the game (with 120 stars, not 70) with over 2000 coins. Yup, 2000.
Proof: A photo of the records screen, showing your coin totals for every world.
Helpful tips: Issues 1-5 and there's also issue 15's DGG+.

challenge N — Donkey Kong 64



What you must do: Grab all 201 bananas and complete 101% of the game.
Proof: A photo of the information from the pause screen.
Helpful tips: You'll find everything you need to know in issues 37, 38 and 39.



challenge E — Turok: Rage Wars

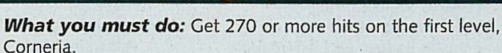



What you must do: Unlock every character in the game. It's a toughie.
Proof: A photo of the character select screen.
Helpful tips: Mark's lovely review in issue 35, and accompanying tips in **N64**/36.

challenge O — Resident Evil 2



What you must do: Get an 'A' rating on Leon's main adventure.
Proof: A photo of the final screen, showing your rating.
Helpful tips: There's a full walkthrough in issue 38.



challenge F — Lylat Wars



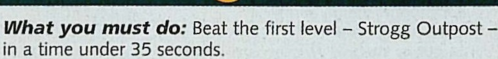
What you must do: Get 270 or more hits on the first level, Corneria.
Proof: A photo of your best score from the Ranking screen.
Helpful tips: The free poster magazine with **N64**/8, and DGG+ 2 (free with issue 13).



challenge P — Mario Golf



What you must do: Get all 108 Birdie Badges.
Proof: A photo of the Play Mode select screen.
Helpful tips: Mr Kitts fashioned a lovely guide in issue 35.



challenge G — Quake II

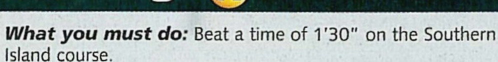
What you must do: Beat the first level – Strogg Outpost – in a time under 35 seconds.
Proof: A photo of the stats screen, which appears after you finish the level. Mint.
Helpful tips: Review in issue 32, tips in issue 33. Luvverly.



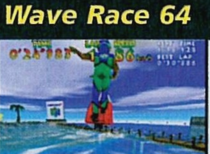
challenge Q — Shadowman



What you must do: Collect all 120 Dark Souls.
Proof: A photo of the pause screen, showing your total Dark Soul count.
Helpful tips: Tips in issue 33, plus tips book with issue 34.
(Note: There are actually around 123 Dark Souls in the game, but 120 will do.)



challenge H — Wave Race 64



What you must do: Beat a time of 1'30" on the Southern Island course.
Proof: A photo of the stats screen, clearly showing your time.
Helpful tips: Plenty o' help in **N64**/2, and have a 'decko' at the DGG+ on the front of issue 14.

challenge R — Jet Force Gemini



What you must do: Reach Mizar's asteroid (by rescuing all the tribals and finding all ship parts).
Proof: A photo of the asteroid on the map screen.
Helpful tips: Tips in issues 35/36, and Double Game Guide + free with issue 38.

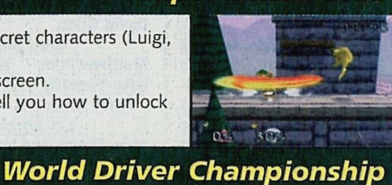


challenge I — 1080° Snowboarding




What you must do: Beat a time of 1'20" in Golden Forest, the trickiest of tracks.
Proof: A photo of the records screen.
Helpful tips: The Double Game Guide + free with issue 22 is stacked with fruity help. Yes.

challenge S — Super Smash Bros



What you must do: Unlock all four secret characters (Luigi, Ness, Jigglypuff and Captain Falcon).
Proof: A photo of the Character Select screen.
Helpful tips: The tips in issue 37 will tell you how to unlock the secret characters.



challenge J — Mario Kart 64

What you must do: Beat a time of 1'30" on Koopa Troopa Beach.
Proof: A picture of the records screen, showing your time.
Helpful tips: The help-filled review in issue 4, tips in issue 5 and the DGG+ with issue 13 will all help.

challenge T — World Driver Championship



What you must do: Unlock the '99 Mystic A car (done by winning the GT1 Championship).
Proof: A photo of the unlocked car at the vehicle selection screen.
Helpful tips: Some hints adorn the tips section of issue 34.

GO! GO!

F I N A L   S T A N D I N G S !

PLATINUM Club

complete 14 challenges

- Christopher Davies, *Croydon*
- Andrew Mills, *Londonderry*
- David Nicol, *Cambridge*
- Richard Davies, *Rotherham*
- Stephen Adams, *Dundee*
- Graham Underwood, *Cumbria*
- Andrew McGrae, *Southport*
- Derek Thomson, *Edinburgh*
- Craig Silcocks, *Trowbridge*
- Alex Deas, *Scotland*
- Craig Smith, *Bury*
- Greg Duncan, *Glasgow*
- Aidan Murray, *Co. Cork*
- Paul Isaia, *Southampton*
- Daniel Syversen, *Norway*
- Patrick Wessels, *Surrey*
- Ross McKinstray, *Arbroath*
- David Crowther, *Kent*
- Stephen McMahon, *Co. Down*
- Michael Mawdsley, *Southport*
- Paolo De Luca, *Italy*
- George Ransley, *Southampton*
- Sjoerd Hatzmann, *Holland*
- Tjeerd Van Deemtere, *Holland*
- Tim Lai, *Bromley*
- David McGivern, *Belfast*
- Chris Richmond, *Australia*
- Andrew Harvey, *Twyford*
- Jerome Francois, *Western Australia*
- Dan Jones, *Hartlepool*
- Dan Masters, *Australia*

GOLD Club

complete 10 challenges

- Kelly Humphreys, *Marlow*
- Gregor Richards, *Dorking*
- Stuart Richards, *Dorking*
- John Kostons, *Nederland*
- Piet dem Dulk, *Holland*
- Robert Gallagher, *Eastleigh*
- Ingvar S. Arnorson, *Iceland*
- David Sharp, *Clackmannanshire*
- Shane Roberts, *Spalding*
- Mark Currid, *Ireland*
- David Keane, *Sandwich*
- Stelios & Orestis Giaremelos, *Greece*
- Michael J.K Bevan, *New Zealand*
- Chris Smith, *Tyne & Wear*
- Kostas A. Mitzithras, *Greece*
- Richard Ford, *London*
- Phill Young, *Northallerton*
- Scott Brown, *Stocksfield*
- Daniel McCann, *Glasgow*
- Afong Toh, *The Netherlands*
- Brett Slader, *Australia*
- Gary Thomson, *Mid Lothian*
- Nick & Chris Robinson, *West Sussex*
- Alan Dundas, *Angus*
- Jeremy Hammett, *Woking*
- Tom Spurrier, *Southampton*
- Mark Reilly, *Glasgow*
- Antonio Vites Carmora, *Spain*
- Chris Partridge, *East Sussex*
- Jesús Ramos Membrive, *Spain*
- Chris Ross, *Angus*
- Ross Duncan, *Nairn*
- Joshua Takaoka, *Newbury*
- Paul Northend, *Middlesborough*
- Bill McCoist, *Fareham*
- Tom Magee, *Catterick*
- Peter Tweedie, *Woking*
- Daniel Carlsson, *Sweden*
- Chris & Kevin Fennelly, *London*
- Gregory Kuzdenyi, *Ealing*
- Kenton Knop, *America*
- Michael Cunningham, *Australia*
- Alex Deas, *Scotland*
- Davy James, *Powys*
- Lawson Gavin, *Co. Offacy*
- Matthew Weston, *Nottingham*
- Gearoid Reidy, *Co. Offaly*
- Christopher McCabe, *County Down*
- Robert Clark, *Kent*
- Dee Dee Ramone, *Cumbria*
- Steve Keenan, *Norfolk*
- Daniel Lorenz, *Oxon*
- Chris Gray, *Fife*
- Martin Rosinski, *London*
- James Hegarty, *Belfast*
- Jamie Hobbs, *Norfolk*
- Nick Haynes, *Orpington*
- Colin Taylor, *Barnet*
- Mariusz Panczar, *Poland*
- Morten Tronstad, *Norway*
- David Smart, *Glasgow*
- Aidan Murray, *Co. Cork*
- Gavin Bolder, *Kent*
- Aaron Clack, *Kent*
- Aidan Murray, *Co. Cork*
- Martin Flynn, *Kent*
- Griffin Leadabrand, *Australia*
- Ryan McIlvenna, *Antrim*
- Steven Ward, *Hawes*
- Kevin Sutton, *Tipperary*
- Alan West, *Suffolk*
- Adam Taylor, *Norfolk*
- Dylan Foale, *Devon*
- Nathan Jones, *Bucks*
- Patrick Richards, *Australia*
- Aaron Norris, *Australia*
- Lewis Prattis, *Cambs*
- Martijn van Waveren & Max Borthwick, *Edinburgh*
- Jack Gilbey, *Bridgeport*
- Iain Dalby, *Tyne & Wear*
- Christopher Grant, *Scotland*
- Pieter van den Brink, *Netherlands*
- David Heath, *East Sussex*
- David Conroy, *Accrington*
- Paul Walker, *Kidderminster*
- Alastair McKellar, *Nairn*
- Adam Holmes, *Birmingham*
- David Grice, *West Bromwich*
- Matthew Prior, *Norwich*
- Luke Yeandle, *Abertillery*
- Rodney McComb, *Co. Londonderry*
- Max, Steven and Hal, *Dundee*
- Alex McIver, *Edinburgh*
- Mark Webb, *Gloucester*
- Craig Lindley, *Australia*
- Thomas Blinco, *Australia*
- Andrew Granville, *Bridgend*

SILVER Club

complete 7 challenges

NAME	COMPLETED
Kevin Spring, *Bradford*	A,B,C,D,G,H,I
Kenneth Pickering, *Ayrshire*	A,B,C,D,G,I,J
Shaun Bell, *Trowbridge*	A,B,D,E,G,H,I
Kurt Peter Radford, *Rotherham*	A,B,D,E,F,I,J
Philip Foster, *Havant*	A,B,D,E,F,G,I
Derek Topper, *Bristol*	A,C,E,F,G,H,I
Chris Scearce, *Reading*	A,B,C,D,F,G,I
Arthur Van Dalen, *The Netherlands*	A,B,D,F,G,H,I
Ciaran McDermott, *Ireland*	A,B,C,D,E,F,H
Rony Costa, *Middlesex*	A,B,C,D,E,I,J
Andrew Castiglione, *Bristol*	A,B,D,E,F,H,I
Jon Olav Larsen, *Norway*	A,B,C,D,E,F,G
Mario Sioutis, *Greece*	A,C,D,E,F,G,H
Andrew Rutherford, *Macclesfield*	A,B,C,D,F,G,I
Ben Campion, *Staffs*	A,B,C,D,F,H,I
Ben Cook, *Shoreham-By-Sea*	A,B,C,D,G,H,I
Chris Constable, *Devizes*	A,C,D,F,G,H,J
Craig Scotney, *Leighton Buzzard*	A,B,C,D,G,H,I
Dave Bloemer, *Holland*	A,B,C,D,F,G,K
The Terrible Twins, *Banbury*	A,B,C,E,F,H,I
Gard Mellemstrand, *Norway*	A,C,D,E,F,G,I
Andrew Taylor, *Cheshire*	A,B,C,D,F,H,I
James Cruickshank, *Clackmannanshire*	A,C,D,F,G,H,I
Tom Clarke, *Bucks*	A,B,C,D,F,I,K
Kevin Gilbert, *Upton*	A,B,D,G,H,J,K
Brian Mulheran, *Tyne & Wear*	A,C,D,E,F,G,H
Robbie Klijn, *The Netherlands*	A,B,C,D,E,F,L
Stuart Derbyshire, *Bolton*	A,B,D,E,F,G,I
John Heelham, *Manchester*	A,B,D,G,H,I,K
Adam Denton, *Crewe*	A,B,D,F,G,H,I
Jeremy Scoble, *Plymouth*	A,C,D,E,G,H,I
Lewis Cave, *Loughborough*	A,B,D,E,F,I,N
Stephen Mansfield, *Derby*	A,B,C,D,E,J,M
Steven Said, *Australia*	A,B,E,F,G,I,M
Pedro Manacas & Rui Mota, *Portugal*	A,D,E,F,H,I,N
David Gamble, *Co. Antrim*	A,B,C,D,I,L,N
James Bundy, *Reading*	A,C,D,E,F,I,L
M. Mina, *Essex*	A,C,E,F,I,M,O
Nils Menzler, *Germany*	A,B,C,E,I,N,O
Jimmi Aarela, *Finland*	A,B,D,E,F,I,P
Geoffrey Maddocks, *Australia*	A,D,F,G,I,M,N
Christopher Grant, *Inverness*	B,C,F,H,I,L,M
Anthony Gruitt, *Sittingbourne*	A,B,C,D,F,G,M
M Hall, *Middlesex*	A,B,D,E,F,M,P
Sam Thompson, *Aberystwyth*	C,D,I,M,N,O,P
Alex Underhill, *Wolverhampton*	A,C,F,J,L,M,O
David Littern, *Middlesex*	A,B,D,E,F,M,P
Steven Dalton, *Stockton-on-Tees*	A,B,D,E,G,H,I
Reuben Barker, *East Sussex*	A,C,D,G,L,N,O
Andrew Cox, *Cornwall*	A,B,C,D,E,F,N
Ryan Bledsoe, *Knaresborough*	A,B,D,H,I,L,P
David Albon, *Herts*	A,C,D,E,F,M,N
Andrew Hannath, *Swindon*	A,B,C,D,F,G,H
James Vallerine	A,E,F,G,I,M,O
Gary Carney, *Newcastle-upon-Tyne*	A,C,D,F,L,N,O
Rod Bayliss, *Australia*	A,B,D,F,G,H,O
Richard Kearney, *Wirral*	A,D,E,I,N,O,P
Turo Halinen, *Finland*	A,B,C,D,F,K,O
David Lewis, *Birmingham*	A,B,D,E,F,M,O
Chris Smith, *Lincoln*	A,C,H,I,O,Q,R
Chris Barlett, *Kent*	A,E,F,M,N,O,P
David O'Hara, *London*	A,B,C,D,E,F,M
John Calderon, *Wishawhill*	A,C,E,N,O,P,T
Martin Leng-Smith, *Kent*	A,B,D,F,O,Q,T
Sebastian Vass, *Bath*	A,B,D,H,M,O,P
Ashley Bennett, *Essex*	A,D,I,L,P,C,Q
James O'Sullivan, *Somerset*	A,B,C,D,L,O,P
Ben Mills, *Bedford*	A,B,D,G,J,Q,T
Simon Johansson, *Sweden*	A,D,F,G,H,I,N
Tom Mitchell, *Cumbria*	A,D,F,I,M,O,Q
Sverre Jarl Enger, *Norway*	A,B,D,G,M,N,O
Rob Inman, *Aylesbury*	B,D,L,M,N,O,P
Jonathan Maginness, *Congleton*	A,B,C,D,O,Q,R
Mariusz Bujak, *Poland*	A,B,C,G,O,Q,T
Gary Brawn, *Chester*	A,D,F,L,M,O,R
John Gallagher, *Ayrshire*	A,C,E,H,M,N,Q
Martin Greenwood, *West Midlands*	A,D,E,M,O,P,R
Richard Granville, *Bridgend*	B,E,G,I,M,P,R
Nader Kohbodi, *Anglesey*	A,D,E,M,N,S,T
Tony Hobbs, *Leeds*	A,B,C,E,H,M,R
Justin Badger, *Wolverhampton*	A,B,C,D,E,G,M
Emil Tanem, *Norway*	A,B,D,H,I,N,T
Andrew Panchin, *Basingstoke*	A,C,F,I,M,O,P
Rene Jensen, *Denemark*	A,C,D,N,O,Q,T
Paul Davies, *Conwy*	A,B,C,D,G,I,M,O
Kevin Loughlin, *Slough*	A,B,C,E,F,K,M,O
Martyn Bibby, *Cheshire*	A,B,D,E,F,G,H,I
Christopher Smith, *Surrey*	A,B,C,D,E,G,I,J
Chris Kerry, *Essex*	A,B,C,F,G,I,K,L
Matthew Weston, *Nottingham*	A,B,C,D,G,H,I,L
Torri Marco, *Switzerland*	A,B,C,D,E,L,M,N
Laurie Eggleston, *Kent*	A,B,C,D,F,G,J,M
Philipp Sokolean, *Switzerland*	A,B,D,E,H,I,L,M
James Hegarty, *Belfast*	A,B,F,G,H,J,N,P
Richard Whitham, *Poulton-le-Fylde*	A,B,C,D,F,G,L,O
Matthew Wilkins, *Wiltshire*	A,B,D,E,G,I,M,N
David Lonroy, *Lancastershire*	A,C,E,F,G,H,M,O
Richard Sutton, *Kent*	A,B,I,F,L,M,N,O
Phillip Renyard, *Ashford*	A,B,D,F,I,L,N,O
Ben Woodhouse, *Whitby*	A,C,D,H,I,M,N,P
Arne G Pettersen, *Norway*	A,B,F,G,I,K,M,O
Simon Nash, *Watford*	A,B,D,H,J,L,M,O
James Martin, *Newent*	A,B,C,D,E,M,O,P
James McCallum, *County Antrim*	A,C,D,F,I,M,O,P
Peter Barrett, *Co. Armagh*	A,C,D,F,L,M,N,P
David Faggiani, *Manchester*	A,B,C,D,F,N,O,Q
Anthony/Daniel Hooley, *Derby*	A,B,F,I,K,N,P,T
Richard Walklate, *Hampshire*	A,B,C,D,F,G,H,O
Charles Brent, *Southampton*	A,B,C,D,F,G,H,O
Lorne Tietjen, *Surrey*	A,B,C,D,F,I,J,R
Tara Tietjen, *Surrey*	A,B,C,D,F,I,J,R
Chris Gray, *Fife*	A,C,D,E,F,H,I,J,L
Kevin Seeney, *Bury St Edmunds*	A,B,C,D,I,L,M,O,P
Ciaran Spence, *Ireland*	A,B,D,E,F,G,H,I,J
James Eyre, *Leicestershire*	D,B,A,F,C,J,N,P,O
Paul Davies, *Wrexham*	B,D,E,H,I,J,O,P,R
Thomas McAlinden, *Ireland*	A,C,G,I,J,M,N,O,Q
James McDermott, *Australia*	A,B,D,F,H,L,M,N,P
Bent Eigil Sumelius, *Norway*	A,D,E,F,I,J,N,Q,S

BRONZE Club

complete 3 challenges

NAME	COMPLETED
Ben Stevens, *London*	A,E,F
Keith Tannahill, *Ayrshire*	A,D,J
Jamil Yahyaoui, *Belfast*	A,B,D
Michael Achilles, *Chingford*	A,D,I
Jan Dehm Neves, *Portugal*	A,E,G
Ben Wakefield, *Twickenham*	A,B,D
Omid Elliott, *Co. Tyrone*	A,B,C
Nick Syrad, *Reading*	A,D,F
Patrick Laakso, *Sweden*	A,B,D
David Gibson, *Fleet*	B,D,H
Mark Underwood, *Cumbria*	A,E,I
Daniel Longstaff, *Chigwell*	A,G,I
Vincent Coyne, *Galway*	A,E,F
Raoul Smids, *Belgium*	A,B,G
Chris O'Riordan, *Cornwall*	A,B,E
Sandy McKenzie, *Fife*	C,F,G
Norman Glover, *Cleveland*	A,B,F
Alex Johnson, *Sidcup*	A,C,D
Damian Unwin, *Soton*	B,C,D
Chris Hinkley, *Peckham*	A,B,F
Gordon Willmott, *Edinburgh*	A,D,K
Johan Brown, *Grantham*	A,B,D
Russell Higgins, *Shropshire*	A,G,I
Wajahat Ali, *Blackburn*	A,C,E
Adam Bull, *Leeds*	A,I,K
Tormod Krogh, *Norway*	A,C,F
Remko Veenstra, *Holland*	A,F,G
Moe Aboulkheir, *London*	A,D,J
Oliver Bolton, *Kent*	A,C,F
Elidir Jones, *Gwynedd*	A,B,F
Alan Hooper, *Weston-super-Mare*	A,D,E
Alexander Filipowski, *Warrington*	C,F,J
Wayne Parkes, *Cornwall*	A,B,D
Joel Porter, *London*	A,E,F
Floryn Cleverens, *The Netherlands*	A,C,G
Richard Holmes, *Derbyshire*	E,G,I
Alex Wood, *Ipswich*	A,B,D
Mike Hodzelmans, *Holland*	A,B,D
Michael Petch, *Doncaster*	A,B,I
Simon London, *Norwich*	A,B,C
Peter Campbell, *Belfast*	D,G,J
William Shutes, *Norwich*	A,B,F
Simon Lyddon, *Devon*	A,B,D
Steven Smith, *Essex*	B,D,F
Henry Rummins, *Ashford*	A,B,D
Edward Rummins, *Ashford*	A,B,D
Ryan Carson, *Devon*	A,C,F
Thomas Vincett, *Weston-super-Mare*	A,D,F
Sarah Margle, *Ware*	A,B,I
Toni Ylaranta, *Finland*	A,G,I
Tom Badran, *Basingstoke*	A,C,G
John Hope, *Northampton*	A,F,I
Joshua Clarke, *Birmingham*	A,C,F
Matthew Harper, *Gloucester*	A,D,I
Christopher Green, *Reading*	A,D,F
Chris Knowles, *Cheshire*	A,B,D
Dennis Schuh, *Holland*	A,C,D
Niall Quigley, *Co. Tyrone*	A,B,H
Guy Burdge, *Somerset*	A,D,E
Brian Davidson, *Co. Tyrone*	A,B,D
Scott Butler, *Co. Armagh*	A,C,G
Andrew Phillips, *London*	A,D,J
Alastair Edwards, *London*	A,D,J
Paul Shinn, *Deptford*	A,I,K
Oliver Carson, *Devon*	A,C,D
Christopher Balzan, *Kent*	A,D,F
John Davies, *Staffordshire*	A,D,F
Steven Mai, *Staffordshire*	A,C,D
Daniel Green, *Thornton*	A,C,D
Ben Dawson, *Sheffield*	C,D,J
Richard Best, *Dundee*	A,B,E
Marc Edgeworth, *Gloucester*	A,F,G
Chris Pitchell, *Bristol*	A,B,I
Harrison Bolt, *Surrey*	A,B,F
James Arnold, *Australia*	A,B,C
Alun Thomas, *Haverfordwest*	A,F,J
Mark Aquilina, *Malta*	A,B,I
Gokhan Kurt, *London*	C,H,I
Raymond Wan, *Cheshire*	A,B,D
John Stackhouse, *Walsall*	A,B,D
Lee Fletcher, *Halifax*	A,D,I
Myles Giles, *Huddersfield*	A,D,I
James McKeown, *Ayr*	B,D,I
Christopher Thompson, *Co. Antrim*	A,D,E
Plemis Luijnenburg, *Holland*	A,I,J
Chris Tate, *Tyne & Wear*	A,G,I
Manolis Kalaitzake, *Cork*	A,D,E
Neil Keery, *Co. Down*	A,B,E
Peter Bowden, *Manchester*	A,B,F
Craig Thomas, *South Wales*	A,G,H
Kari Bogdanoff, *Finland*	A,G,J
Donique Visser, *Holland*	A,B,K
Jimi McGuinty, *Cheshire*	C,D,E
Mark Anthony Say, *Cleveland*	A,D,E
Daniel Green, *Cleveleys*	A,C,D
Lochlan McBride, *Australia*	A,D,F
Gavin Major, *Worcestershire*	A,B,D
Michael Lam, *Southport*	A,B,I
Andrew Robinson, *Darlington*	A,B,C
Kristof Villers, *Belgium*	A,D,F
Paul Mann, *Evesham*	A,B,D
Edward Lunn, *West Sussex*	A,B,C

NAME	COMPLETED
Frederic Azais, *Canada*	A,B,D
Robert Moore, *Co. Cork*	A,C,E
Michael Elderfield, *Canterbury*	A,D,F
Tjing Lam, *Netherlands*	A,E,F
Lesley Hodges, *Switzerland*	A,B,I
Tom Hill, *Wickford*	A,B,F
Mart V. D. Ven, *Holland*	A,C,I
David Conroy, *Lancaster*	A,B,C
John Addis, *Marlow*	A,B,D
Victor Supica, *Australia*	A,B,K
Ben Duffield, *Great Yarmouth*	A,D,E
Rowan Sloan, *Orpington*	A,D,F
James Hulston, *Manchester*	A,D,H
Mike Barber, *Stoke-on-Trent*	A,C,D
Gary Townsend, *Norfolk*	A,B,D
Chris 'The Pyemaster' Madden	A,B,C
Joshua Kendall, *Australia*	B,C,D
Robert Eaton	A,B,G
James Steer, *Maidenhead*	A,D,F
Robert Beaver, *Manchester*	A,B,D
Carl Brennand, *Cumbria*	A,B,F
Henry Edmondson, *Preston*	A,B,H
Richard McCann, *Wirral*	A,C,D
Thomas Taylor, *London*	A,C,D
Henryk B. Zaleskijr	A,B,L
John Lucas-Herald, *Edinburgh*	A,D,I
Michael Craze, *Chigwell*	A,C,D
Jostein Austvik Jacobsen, *Norway*	A,B,F
Daniel Aherne, *Manchester*	A,B,D
Mark Jackson, *Cumbria*	A,D,H
Paul Howling, *Suffolk*	A,D,M
Ricardo Perez, *Southport*	A,B,I
David Fisher, *Hull*	A,D,E
MD Lin, *Crawley*	D,E,H
Harris Tsalidis, *Greece*	A,C,D
Matthew Greig, *Angus*	A,E,H
Iestyn Roberts, *Caernarfon*	A,D,F
Nick Fell, *Oxshott*	B,D,M
Christopher Poole, *Bristol*	A,B,M
Anthony Reynolds, *London*	A,F,M
Luke Wells, *Chester*	A,D,I
Tom White, *West Sussex*	A,J,M
Liam Allsworth, *Oxford*	H,I,L
Daniel Allsworth, *Oxford*	H,I,L
Seiji Lim, *South Croydon*	B,C,M
William King, *Bromsgrove*	A,E,F
David Kelsey, *London*	B,D,E
Sam Ranford, *Cornwall*	D,H,I
Richard Fong, *Bebington*	A,B,D
Andrew Fong, *Bebington*	A,B,D
Hedley Gabriel, *Essex*	A,B,D
John Mellor, *Huddersfield*	A,G,H
Luke Sculley, *East Sussex*	A,B,M
Asim Haneef, *Croyden*	A,B,H
Jack Tappenden, *Kent*	A,B,M
Michael Betts, *Northampton*	A,B,M
Gregory Moore, *Radley*	D,M,O
Nicholas Crew, *Petersfield*	A,I,M
James Whitehurst, *Dorset*	C,D,F
Morville O'Driscoll, *Worcester*	A,D,O
Aaron Woolridge, *Monmouth*	D,H,N
Daniel Tiller, *Eastleigh*	A,I,M
Jenny Lam, *Southport*	A,B,I
Toby Searle, *Kent*	A,C,M
Paul Murray, *Switzerland*	A,B,P
Sam Wills, *Wolverhampton*	A,C,J
Kevin Moss, *Wolverhampton*	A,B,D
Andrew Gair, *Stafford*	A,D,P
Christopher Conn, *Aberdeen*	A,D,O
Andrew Grant, *Shetland*	A,I,P
Martin Cullum, *Middlesex*	A,E,I
David King, *Kent*	A,B,D
William Luing, *Penzance*	M,N,O
Alex Symington, *East Sussex*	A,L,O
Stephen Whelan, *Kent*	A,B,L
Adam James Rigby, *Bedford*	A,B,C
Aodan McDangh, *Ireland*	A,D,G
Jonathan Rockcliff, *Tadcaster*	A,C,D
Tim Matthews, *East Sussex*	A,D,M
Ben George, *Middlesex*	A,B,N
Andrew Squires, *Harlow*	A,B,M
Gary Azzopardi, *Telford*	A,B,O
Olli Oja, *Finland*	A,B,M
M O'Driscoll	A,D,O
Michael & Ashely Phillips, *Surrey*	A,B,M
Ricky Field, *Waringham*	A,F,P
Jack & Tom Patterson, *Shepton Mallet*	A,B,F
Byron Spring, *Kent*	A,B,M
Dave Wilkie, *Fife*	A,F,M
Stuart Millar, *Guildford*	A,H,M
Jack McCarthy, *Dublin*	D,E,F
Niall O'Toole, *Galway*	A,B,E
Carl Docksey, *Staffs*	A,D,O
Andrew Wilkins, *Isle of Wight*	A,D,O
Brendon Edge, *Notts*	A,B,C
Michael Arnott, *Glasgow*	D,E,O
Hannu-Pekkahalme, *Finland*	A,D,O
Adan Heyes, *Co Atrium*	A,F,M
Murray Purves, *Southampton*	A,E,G
John Waters, *Derby*	A,B,D
Helen Dohery, *London*	A,B,O
Jenna Blackman, *Bognor Regis*	A,F,M

NAME	COMPLETED
Jonathan Walker, *West Midlands*	A,O,P
Eric Milne, *Galasheils*	A,M,O
Robert Johnson, *Coventry*	A,F,O
James Fowler, *Staffs*	A,I,M
James Fitzgerald, *Merseyside*	A,J,O
Luke Cavalier, *Australia*	B,E,F
Geir Olav Skei, *Norway*	A,D,I
Tom Winteron, *Lincs*	A,C,F
Craig Syme, *Kent*	A,D,T
John Roe, *Cambridge*	A,B,O
Richard Elliot, *Guernsey*	A,B,D
Sandy Critchey, *Doncaster*	A,M,Q
Raymond Wegman, *Holland*	A,D,M
Christopher Tynan, *Cumbria*	B,I,T
Tim Booth, *Shropshire*	B,M,N
Simon Johnson, *Tyne & Wear*	A,M,P
Sean Cooney, *Co. Cork*	D,M,P
Stian Olsen, *Norway*	A,B,D
Chris Smith, *Lincoln*	C,H,I
Alamgir Ali, *Herts*	A,D,M
Thomas Freeman, *Derby*	B,G,J
Scott Murray, *Scotland*	A,C,J
John Campbell, *Scotland*	A,C,J
Jamie Brock, *Weston-Super-Mare*	A,F,O
Andrew Gold, *Glasgow*	A,B,I
Ludqig De Vleeschouwer*Belgium*	A,B,D
Simon Terry*Surrey,*	A,B,M
Edward Long*Co. Cork*	D,M,P
Mark Hall*Shropshire*	A,B,Q
Andrew Henderson-Regg*Norfolk*	A,F,O
Richard Dell, *Surrey*	C,D,M
Jason Frost, *Australia*	D,I,L
Kalvin Graham, *Glasgow*	D,F,G
Gavin Leithall, *Devon*	A,B,F
Jonathan Ko, *Redditch*	C,D,O
Adam Coltman, *Surrey*	A,D,F
Tom Riley, *Herne Bay*	A,N,T
Stuart Black, *Middx*	D,F,P
Chris Lockwood, *Grimsby*	A,O,P
Chris Toudic, *Jersey*	A,F,O
Thomas Yates, *Reading*	A,B,T
Chris Purdie, *Jersey*	A,I,M
Mark Robinson, *Congleton*	D,H,T
Andrew Foster, *Ilkley*	D,M,P
Matthew Sexton, *Bedford*	A,D,O
John Szcsepaniak, *Suffolk*	A,J,P
Ben Claxton, *Essex*	A,L,M
Jonathan Bennison, *Herts*	D,M,R
Gary Enticott, *Cardif*	A,R,T
Michael Rowinski, *Poland*	A,H,M
Jamie Burt, *Somerset*	M,O,Q
Simon Haywood, *Birmingham*	D,F,O
Bobby Matthews, *Kingston upon Thames*	A,D,Q
Daniel Mills, *Sunderland*	A,D,F
Paul Want, *Leamington Spa*	A,F,I
Johnathan Waugh, *Glasgow*	B,D,L
Darryl Cook, *Brighton*	A,L,O
Christian Eckmann Engelsen, *Norway*	A,B,O
Oliver Rea, *Wokingham*	A,D,O
Tony Pang, *Orpington*	A,D,O
Stewart McIver, *Edinburgh*	A,B,C
David Washington, *Switzerland*	C,M,Q
Anders Tonsberg, *Norway*	A,M,T
Helen Nicholls, *London*	A,G,O
Ben Richardson, *Middlesborough*	A,B,O
Paul Davies, *Edmonton*	B,E,G,I
Chris Thomas, *Wallington*	A,B,C,I
Tom Walker, *Halstead*	A,E,F,H
Lawrence Gilbey, *Bridport*	A,B,C,I
Neil Williamson, *Nottingham*	A,B,C,F
James Leigh, *Clevedon*	A,B,G,I
Carl Bullen, *Liverpool*	A,B,G,H
Alex Mann, *Bedford*	A,C,D,F
Mark Quinn, *Preston*	A,B,E,I
Daniel Weserholm, *Finland*	B,D,E,I
Andrew Davies, *Essex*	A,B,D,I
Martin Cater, *Hucknall*	A,B,C,G
Daniel Lally, *Berkshire*	A,B,F,G
James Hinton, *Knoresborough*	A,B,C,D
Michael Walker, *Londonderry*	A,D,H,I
Asgeir Vikan, *Norway*	A,B,D,J
Andrew Carrington, *Pontefract*	A,D,E,J
Raymond Wells, *Essex*	A,B,F,H
Ed Higgins, *Essex*	A,B,G,I
Joel Radford, *Australia*	A,B,C,D
Kane Dorey, *Jersey*	A,B,D,H
David Dixon, *Cumbria*	A,D,F,G
Richard Woodall, *New Zealand*	A,C,D,G
Martin Drew, *Bognor Regis*	A,D,G,J
David Park, *Tyne & Wear*	A,D,F,G
James Garrity, *Liverpool*	A,B,D,E
Michael Williams, *Cardiff*	D,H,I,K
Mikael Bogdanoff, *Finland*	A,F,I,J
Tom Carver, *Devon*	A,C,H,I
Steven Goacher, *Surrey*	A,B,D,H
Kevin Gurton, *Kent*	A,B,D,I
David and Chris Mason, *Plymouth*	A,B,D,I
Scott Winterburn, *Norfolk*	A,D,G,I
Antonio V. Carmona, *Spain*	A,D,G,I
Paul Jerome, *London*	A,B,C,D
Gavin Cullen, *Earlston*	A,C,F,G
Mark Shackcloth	A,F,G,I

NAME	COMPLETED
Daniel Brown, *Australia*	A,D,F,M
Jerden Marinus, *The Netherlands*	A,B,E,H
Jaakko Hermunen, *Finland*	A,B,C,I
Antony Bogan, *Cleveland*	B,D,H,I
Richard Doherty, *Newport*	B,D,E,J
Jonathan McConnell, *Truro*	A,B,E,F
Ross McConnell, *Truro*	A,B,E,F
Barry Glover, *Manchester*	A,B,D,M
Chris Lowe, *Tyne & Wear*	A,C,D,H
Steven Astley, *Wigan*	A,E,F,J
Mike Smith, *Gloucester*	A,B,C,M
Ivo Miguel Castro Couto, *Madeira*	A,D,G,O
David Shuker, *West Midlands*	A,B,C,H
Anthony Coombes, *Bridgewater*	A,D,O,P
Nick Mushlin, *Selkirkshire*	B,H,N,O
Luke Butcher, *London*	A,D,I,O
Steffan Hole, *Bridgend*	A,B,F,M
Chris Barnes, *Burton-on-Trent*	A,E,I,O
Ian Lawlor, *Leeds*	A,B,D,O
Gregory Dillow, *Ealing*	A,B,C,D
Henrik Brixmark, *Motala*	B,E,L,N
Oscar Cederberg, *Motala*	B,E,L,N
Edward Forrester, *Southampton*	F,G,H,M
Martin Critchley, *Doncaster*	A,C,D,M
Petri Satlin, *Finland*	B,D,E,O
Rambo, *Merseyside*	A,B,I,J,
Andrew Pinchin, *Basingstoke*	A,C,F,O
David Sanderson, *Worcester*	A,B,G,M
Chris Dyer, *Newcastle-Upon-Tyne*	A,D,F,G
Nigel Pain, *Plymouth*	B,D,O,Q
Alex Dickinson, *Australia*	B,D,G,M
Ben Holroyd, *Essex*	C,D,F,P
Richard Best, *Dundee*	A,B,E,N
Kasper Bruun, *Denmark*	A,D,M,Q
Josh Bryson, *Cheltenham*	A,D,Q,R
Sheldon Marsh, *Somerset*	A,B,D,M
Andrew Barraclough, *Galashiels*	A,E,H,M
Henri Halonen, *Finland*	A,F,L,O
Nathan Dobby, *Cheshire*	A,B,I,O
David Jones, *London*	A,B,D,M
Joachim Clauwers, *Belgium*	A,B,D,F,H
Robert Ward, *Middlesex*	A,B,G,H,I
Aaron Tuson, *Essex*	A,C,D,E,F
Simon Webber, *Wokingham*	A,B,D,E,F
Stephen Rogers, *Manchester*	A,C,E,F,H
Pat Shields, *Co. Down*	A,C,D,E,I
Benjamin Khan, *Bradford*	B,C,D,F,I
Per Nilsson, *Sweden*	A,B,D,F,I
Panagiotis Bagiokos, *Greece*	A,B,C,F,I
Roeland Van Straalen, *Holland*	A,B,C,F,I
Aynsley Welling, *Cyprus*	C,E,F,G,I
Mark Herjan, *Poland*	A,C,D,J,M
Charles Ayesa, *Australia*	A,B,D,G,H
Mark Green, *Cheltenham*	A,C,D,F,H
Chris Kerry, *Essex*	A,B,C,F,I
Daniel Metcalf, *Norwich*	A,C,D,F,G
Michael Middleton, *Huddersfield*	A,B,C,D,H
Richard Brady, *Essex*	A,D,F,H,I
Steven Bigham, *Whitburn*	A,C,F,H,I
Ashley Hamilton, *Co. Tyrone*	A,B,D,H,I
Andre Bifleuen, *Holland*	A,B,E,G,I
Roger King, *Suffolk*	A,B,D,F,I
James Smith, *Gloucester*	A,B,D,F,G
Alain Keersmaekers, *Belgium*	A,B,F,J,L
Andy Pearce, *Featherstone*	A,B,D,F,I
Graeme Downes, *Surrey*	A,C,D,O,P
Adam Skeggs, *Leicester*	A,C,E,H,M
Robert & David Scott, *Fife*	A,F,H,I,M
Martin Hunter, *Edinburgh*	A,B,C,E,L
Mervyn Wan, *Surrey*	A,B,C,D,O
Scott Douglas, *Oxon*	B,E,I,M,O
Bruce Linings, *Watford*	A,D,H,L,O
Leigh Bates, *Wiltshire*	B,C,F,J,O
Jan-Erik Spangberg, *Sweden*	M,N,P,S,L
Nick Hughes, *Bury*	A,D,F,J,T
Danielle Simoncelli, *Italy*	A,B,D,E,F
Richard Jenkins, *Scotland*	C,D,E,M,T
Stephane Gosselin, *Canada*	A,H,K,L,P
Steven Woolley, *Norfolk*	A,B,D,N,O,P
George Ioakimidis, *Greece*	A,B,C,D,H,I
Gavin Cole, *Tyne & Wear*	A,B,C,F,G,H
Jonathan Cole, *Tyne & Wear*	A,B,C,F,G,H
James Register, *Surrey*	A,B,C,D,F,H
David Taylor, *Fife*	A,C,D,F,H,I
Justin Servis, *Co. Roscommon*	A,D,E,G,H,I
George Roberts, *Middlesex*	A,D,E,H,M,N
Nick Taverner, *Suffolk*	A,B,C,D,H,I
John Brockie, *Cumbria*	A,B,C,D,M,N
Tony Mendum, *Middlesbrough*	A,B,D,F,J,P
Billy Newing, *Kent*	A,D,E,G,I,M
Gary Taylor, *Essex*	A,C,D,E,I,J
Andrew Gray, *Oban*	A,C,D,N,O,P,R
Andy Gair, *Stafford*	C,E,J,M,Q,R
Simon Murphy, *Co. Down*	A,B,D,F,O,P
James Mitchell, *Cumbria*	A,D,F,I,O,Q
Janne Kaitila, *Finland*	A,C,D,M,N,O
James Bayford, *Walthamstow*	A,D,F,J,O,T

Club 64 DIRECTORY

In association with BEATTIES Models Hobbies Toys Games

So, where can you find the most up-to-date N64 games directory ever? Right here, that's where!

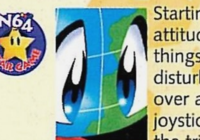
How it all works

NEW! *Yep, we reviewed some of the games in Directory over TWO years ago so, whilst they might have deserved their mark then, some of them have been superseded by newer games. Our Star Mark shows how we feel the game fares now. Out of five.*

It's now super-easy to see whether the game in question got a Star Game Award (85% or over). If it did, we recommend you buy it!

TRANSFORMATION 64

44% 2 — Publisher ● Price ● No. of players ● rumble pak ● Type of save ● expansion pak ● Issue reviewed ● Reviewer (see opposite)



Starting with the baddest bad attitude in the history of all bad things the aim of the game is to disturb people even more by turning over a new leaf. A combination of joystick waggling and Prozac will do the trick.

TOP TIP *Don't forsake your terrifying powers. You'll need a hotline to Miami and a baseball bat for the scene where the enemy show their chimplike skills.*

NEW! *Information now includes whether a game uses a Rumble, Controller or Expansion Pak.*

Here we tell you whether you should buy the game or not, in a quick and informative fashion. You can rest assured, we know our games and we know how to tell if games are good.

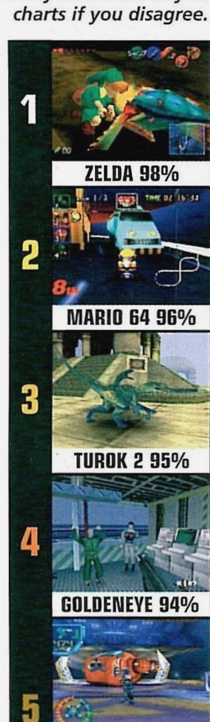
For every Star Game, you'll also find a tip, packed like tuna into this nice and concise space. Handy as a bag lady!

Know your reviewer

JA	James Ashton
JD	Jonathan Davies
MH	Marcus Hawkins
TW	Tim Weaver
WO	Wil Overton
ZN	Zy Nicholson
JS	Jon Smith
JN	Jonathan Nash
JB	Jes Bickham
TT	Tim Tucker
ME	Max Everingham
JP	James Price
SJ	Steve Jarratt
MK	Martin Kitts
MG	Mark Green
DM	Dean Mortlock
OH	Oliver Hurley

HIGHLY RATED

The top five games in Directory. Masterpieces every one. Send in your charts if you disagree.



1 ZELDA 98%

2 MARIO 64 96%

3 TUROK 2 95%

4 GOLDENEYE 94%

5 SHADOWMAN 93%

JET FORCE GEMINI 93%

DONKEY KONG 64 93%

F1 WGP 93%

UK Game releases

40 WINKS

71% 3 — GT ● £55 ● 1/2 players ● rumble pak ● controller pak ● expansion pak ● Issue 35 ● MK

Good-looking, professional but totally uninspired and only marginally enjoyable 3D adventure.

1080° SNOWBOARDING

89% 4 — Nintendo ● £40 ● 1/2 players ● rumble pak ● On-cart ● Issue 21 ● MK



It takes a while to get into, but stick with it and that familiar Nintendo magic shines through.

TOP TIP *In Match race, beat the six courses on expert to unlock Deadly Falls.*

AERO FIGHTERS ASSAULT

58% 1 — Konami ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 16 ● MK

Good in spells, but flawed and disappointing at length. Feels realistic but is too dull, too often.

AERO GAUGE

10% 0 — ASCII ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 17 ● MK

A real stinker of a *Wipeout* clone with pop-up, cheating opponents and terrible controls.

ALL-STAR BASEBALL

84% 3 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 22 ● TW

A meticulously put together baseball sim, with hi-res graphics and ultra-detailed gameplay.

ALL-STAR BASEBALL 2000

68% 3 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 28 ● MG

Not much of an update but still quite impressive.

ALL STAR TENNIS

68% 3 — Ubi Soft ● £40 ● 1-4 players ● on cart ● Issue 26 ● MK

Schizophrenic tennis game that can't decide whether it wants to be sim or arcade.

ARMORINES

76% 3 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 37 ● JB

Tonnes of potential, but let down by woeful visuals and peashooter-style weapons.

ARMY MEN: SARGE'S HEROES

67% 3 — 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● JB

A brilliant idea – toy soldiers fight it out – is let down by sloppy execution.

ASTEROIDS HYPER 64

53% 2 — Crave ● £40 ● 1-4 players ● rumble pak ● on-cart ● Issue 38 ● JB

Dull and repetitive arcade update for retro enthusiasts only. Don't give it the time of day.

AUTOMOBILI LAMBORGHINI

67% 2 — Titus ● £20 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TW

Not bad, just competent.

BANJO-KAZOOIE

92% 5 — Nintendo/Rare ● £50 ● 1 player ● rumble pak ● on cart ● Issue 18 ● JA





Rare's mastery is once again demonstrated in this vast, stunningly beautiful *Mario*-alike.

TOP TIP *After you've drained the sandcastle in TTC, return to Banjo's house and look up at the picture of Bottles to play a puzzle game.*

BATTLETANX

74% 3 — 3DO ● £40 ● 1-4 Players ● rumble pak ● controller pak ● Issue 26 ● TW

Strangely compulsive multiplayer tank blaster.

BEETLE ADVENTURE RACING

81% 4 — EA ● £40 ● 1-4 players ● rumble pak ● controller Pak ● Issue 27 ● MK

Squillions of shortcuts and stacks of detail.

BIO FREAKS

76% 3 — GT ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 20 ● JA

Looks excellent but shallow gameplay.

BLAST CORPS

88% 5 — Nintendo/Rare ● £20 ● 1 player ● on cart ● controller pak ● Issue 5 ● JS





One of the most original games on the N64, and one you're almost certain to enjoy.

TOP TIP *Re-enter a race after 'doing' it to race against your very own ghost.*

BODY HARVEST

91% 5 — Gremlin ● £20 ● 1 player ● rumble pak ● on cart ● Issue 22 ● TW



Brilliant shoot-'em-up with stacks of bug-bashing, tonnes of vehicles and huge worlds.

TOP TIP *Start a game with your name as ICHEAT. Press Left-C, A, Top-C, Down on the D-pad, Right-C, Right on the D-pad to fly.*

BOMBERMAN 64

50% 1 — Hudson/Nintendo ● £20 ● 1-4 players ● on cart ● Issue 8 ● ZN

Tedious one-player mode and awful multiplayer.

BOMBERMAN HERO

66% 2 Nintendo • £40 • 1 player • rumble pak • on cart • Issue 21 • TW

Uninspiring 3D adventure, but compulsive at times. Up against *Banjo*, mind, it looks rubbish.

BUCK BUMBLE

70% 2 Ubi Soft • £50 • 1/2 players • rumble pak • controller pak • Issue 20 • JP

Dodgy graphics, unconvincing controls, but not the worst shoot-'em-up we've ever played.

BUST-A-MOVE 2

80% 4 Acclaim • £40 • 1/2 players • controller pak • Issue 17 • JA

One of the best puzzle games in the world, and certainly the finest so far on the N64.

BUST-A-MOVE 3

82% 4 Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • MK

Bust-a-Move as it's always been except for a simultaneous four-player mode. Recommended.

CARMAGEDDON 64

8% 0 SCi • £40 • 1/2 players • rumble pak • controller pak • Issue 36 • TW

This will violate your very soul with its shocking awfulness. Absolute dog turd.

CASTLEVANIA

81% 4 Konami • £40 • 1 player • rumble pak • controller pak • Issue 27 • JB

Learn to live with the ropey camera and the 3D *Castlevania* delivers shocks aplenty. Spook!

CASTLEVANIA LEGACY OF DARKNESS

75% 3 Konami • £40 • 1 player • rumble pak • controller pak • Issue 38 • JB

Revamped version of the original, with two new characters and extra levels.

CENTRE COURT TENNIS

67% 3 Hudson • £40 • 1-4 players • rumble pak • controller pak • Issue 25 • TW

Not the tennis game we were hoping for. We still yearn for a 64-bit version of *Super Tennis*.

CHAMELEON TWIST

70% 2 Ocean • £40 • 1-4 players • on cart • Issue 10 • JD

Thrills and spills but it won't take you long to finish. The multiplayer game is okay, mind.

CHAMELEON TWIST 2

55% 1 Sunsoft • £40 • 1 player • controller pak • rumble pak • Issue 26 • MG

Unimaginative, short-lived platform dross. With no multiplayer it'll last you all of two hours.

CHARLIE BLAST'S TERRITORY

52% 3 Kemco • £35 • 1-4 Players • rumble pak • Issue 30 • MG

Creaky old Amiga game, *Bombuzal*, given a most basic tarting up with dodgy 3D graphics.

CHOPPER ATTACK

81% 3 GT • £50 • 1 player • rumble pak • on cart • Issue 20 • JP

A simple yet engrossing helicopter shoot-'em-up, very much in the *Desert Strike* tradition. Top!

CLAYFIGHTER 63⅓

24% 0 Interplay • £20 • 1/2 players • on cart • Issue 9 • JB

As painful as a game where you have red hot needles shoved into your eyes. Very, very hard.

COMMAND & CONQUER

75% 3 Nintendo • £40 • 1 player • rumble pak • on cart • expansion pak • Issue 32 • TW

It's four years old on the PC and this conversion is nothing special. Good but never spectacular.

CRUIS'N USA

24% 0 Nintendo • £20 • 1 player • rumble pak • on cart • Issue 13 • TW

Dump. Less about driving, more a rule book on how to cock-up console games.

CRUIS'N WORLD

38% 0 Nintendo/Midway • £20 • 1-4 players • rumble pak • on cart • Issue 20 • TW

Why Nintendo put their name to this appalling sequel is a mystery of Area 51 proportions.

DARK RIFT

69% 1 Vic Tokai • £20 • 1/2 players • on cart • Issue 9 • JD

Uninspiring special moves and similar characters. Nicely animated but, ultimately, really rather dull.

DESTRUCTION DERBY

65% 3 THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • TW

Mind-meltingly simple, strangely compulsive, sometimes dull crash-'em-up.

DIDDY KONG RACING

90% 4 Nintendo/Rare • £40 • 1-4 players • rumble pak • on cart • Issue 10 • JA




A massive adventure mode and three different vehicles. Not quite as good as *MK* though.



TOP TIP *For a fast start, wait for the 'Get Ready' sign, then press the accelerator after it disappears and just before 'Go!'.*

DONKEY KONG 64

93% 5 Rare • £60 (with exp pak) • 1-4 players • rumble pak • expansion pak • Issue 36 • MG



It's *Banjo-Kazooie*+, but it's still gaming at its greatest. An absolutely awesome adventure.

TOP TIP *Find all 20 banana fairies to activate all the cheats.*

DOOM 64

77% 2 GT • £25 • 1 player • controller pak • Issue 7 • JA

Solid and workman-like but, up against *Turok* and *GoldenEye*, it looks dreadfully old hat.

DUAL HEROES

50% 0 Bitwave/Hudson • £30 • 1/2 players • controller pak • Issue 17 • MK

Stashed full of innovative features, this is sadly ruined by some terrible AI. Shame, that.

DUKE NUKEM 64

85% 4 GT • £25 • 1-4 players • rumble pak • controller pak • Issue 10 • TW




A commendably violent and vastly enjoyable conversion. A brilliant multiplayer game as well.



TOP TIP *At the main menu, press Left, Left, L, L, Right, Right, Left, Left (using the D-pad and shoulder button) to enable the cheat menu.*

DUKE NUKEM: ZERO HOUR

90% 4 GT • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 28 • MG




A new third-person view, but the same great gameplay. Not perfect, but when it's good, it's *very* good.

TOP TIP *Decapitate the fire hydrants and partake of the sweet, nutritious water contained therein. Very nice indeed.*

EARTHWORM JIM 3D

68% 3 Virgin • £40 • 1 players • controller pak • rumble pak • Issue 35 • JB

Jim's back, but his first foray into 3D is a middling effort. It's enjoyably silly, mind.

EXTREME G

87% 2 Acclaim • £30 • 1-4 players • rumble pak • controller pak • Issue 9 • TW




Impressive in its day with face-melting speed and beautiful tracks but somewhat displaced now.

TOP TIP *Enter your name as RA50 and quit a race – you'll finish in whatever position you were in when you selected quit.*

EXTREME G2 (XG2)

85% 4 Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 23 • JB




XG2 is considerably easier to play, better to look at, and sports a vastly improved multiplayer.

TOP TIP *For all the bikes enter 3GP8ZKW76ZMW as a password.*

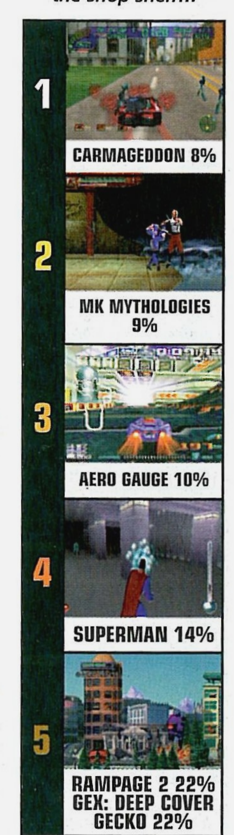
F1 POLE POSITION

71% 1 Ubi Soft • £25 • 1 player • controller pak • Issue 7 • JD

Good fun in places, but obvious flaws include horrendous pop-up and stop-dead banks.

WRETCHED

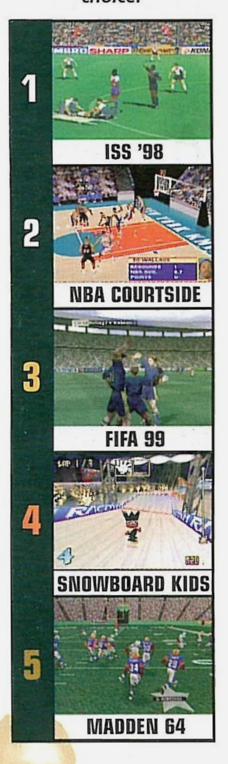
The worst games you can buy. Take your money elsewhere if they tempt you from the shop shelf...





GOOD SPORTS

Richard Evans from Clydebank sent us his top five sports games. We're not sure if Snowboard Kids really qualifies, but we certainly wouldn't disagree with his first choice.



F1 WORLD GP

93% 5 — Nintendo/Paradigm • £30 • 1/2 players • rumble pak • on cart • Issue 20 • JA




Astonishingly realistic, visually stunning racing sim that really shows off the N64's power.



TOP TIP *Select exhibition and change D. Williams' last name to Vacation to access the hot and fast Hawaii circuit.*

F1 WORLD GP 2

72% 3 — Nintendo • £40 • 1/2 players • rumble pak • on cart • expansion pak • Issue 32 • JA

There's not enough new here.

FIFA 64

39% 0 — EA • £25 • 1-4 players • controller pak • Issue 2 • TW

Like a rash. Only not as enjoyable.

FIFA '98

83% 2 — EA • £30 • 1-4 players • controller pak • Issue 10 • TW

There's promise here. Not perfect, but better.

FIFA '99

83% 4 — EA • £40 • 1-4 players • controller pak • rumble pak • Issue 26 • TW

The best *FIFA* game yet. It's no *ISS '98* though.

FIGHTERS DESTINY

86% 4 — Ocean • £50 • 1/2 players • rumble pak • controller pak • Issue 13 • JB




Gorgeous animation, likeable characters and a clever Master Challenge. In a very real sense our *Tekken*.



TOP TIP *Enter the Master Challenge with any character, beat everyone, and you'll be able to select the Master as a playable character.*

FIGHTING FORCE

26% 1 — Crave • £40 • 1/2 players • rumble pak • controller pak • Issue 37 • MG

Dreadful 3D *Final Fight* rip-off.

FLYING DRAGON

73% 2 — Interplay • £40 • 1/2 players • controller pak • rumble pak • Issue 27 • TW

Fairly enjoyable but instantly forgettable.

FORSAKEN

87% 4 — Acclaim • £50 • 1-4 players • rumble pak • controller pak • Issue 16 • MK




A fabulous *Descent*-style shoot-'em-up with great lighting and visuals. Weak multiplayer, though.

TOP TIP *Press A, R, Z, Up on the D-pad, Top-C, Bottom-C, Bottom-C at the Start.*

F-ZERO X

91% 5 — Nintendo • £40 • 1-4 players • rumble pak • on cart • Issue 22 • JP




The fastest racer on earth, and one of the most exhilarating four-player games you can buy.



TOP TIP *Complete all four cups on all four difficulty levels to access the 5th, secret cup: a completely random track generator.*

GASP!!

47% 1 — Konami • £50 • 1/2 players • rumble pak • controller pak • Issue 22 • TW

We sprang out and punched it in the face.

GAUNTLET LEGENDS

81% 4 — Midway • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 36 • JB

Enjoyable update of creaky old classic. T'rific in multiplayer, dull on your own.

GEX DEEP COVER GECKO

22% 0 — Crave • £40 • 1 player • rumble pak • controller pak • Issue 36 • MK

Another turgid Gex 'game' strikes like a nasty case of shingles. Leave it to die.

GEX 64 ENTER THE GECKO

59% 1 — GT • £50 • 1 player • rumble pak • controller pak • Issue 21 • JP

This rough-around-the-edges 3D platformer isn't so much dreadful as painfully average.

GLOVER

83% 4 — Hasbro • £50 • 1 player • rumble pak • on cart • Issue 21 • MK

An inspired, superbly odd idea turns out to be a stonking, but hard, 3D adventure.

GOEMON 2

69% 3 — Konami • £40 • 1/2 player • rumble pak • on cart • Issue 29 • JB

After the excellent *Mystical Ninja* 3D adventure, Goemon steps back to the days of the SNES for this average 2D platform romp. Disappointing.

GOLDENEYE 007

94% 5 — Nintendo/Rare • £50 • 1-4 players • rumble pak • on cart • Issue 9 • TW




Brilliant levels and scenery and a perfectly judged difficulty curve. About as good as it gets.

TOP TIP *We've had tips and tricks for this game in just about every issue since it was released. Check out N64/12 and 14 in particular.*

GT 64

67% 1 — Ocean • £50 • 1/2 players • rumble pak • controller pak • Issue 17 • TW

Handles well, but it's slow, ugly and there's far too much pop-up. Not what we were hoping for.

HEXEN

69% 1 — Midway • £30 • 1-4 players • controller pak • Issue 5 • JD

Fun in a retro kind of way but, in the light of *GoldenEye*, hard to recommend.

HOLY MAGIC CENTURY

71% 3 — Konami • £50 • 1 player • controller pak • Issue 23 • MG

RPG which could have been better but for the tedious random battles and Americanised plot.

HOT WHEELS

61% 3 — EA • £40 • 1/2 players • rumble pak • controller pak • expansion pak • Issue 36 • JB

Big jumps, big speeds, big action! Er, well, sort of. Fun for a while at least.

HYBRID HEAVEN

83% 4 — Konami • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 33 • JB

Niggly sci-fi RPG, but a superb story and ingenious battle system pull it through.

IGGY'S RECKIN' BALLS

56% 1 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 19 • MK

Push Left or Right and watch the CPU opponents win every time. As dull as Chris Tarrant.

IN-FISHERMAN BASS HUNTER 64

67% 3 — Take 2 • £40 • 1 player • rumble pak • on cart • Issue 34 • JB

A comprehensive package of all things angling. There's loads to it, but it's just not that exciting.

ISS 64

92% 4 — Konami • £30 • 1-4 players • controller pak • Issue 3 • TW




An almost flawless game which could only have been bettered with the addition of real teams.

TOP TIP *Super teams: At the title screen hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Release Z and press Start.*

ISS '98

92% 5 — Konami • £40 • 1-4 players • controller pak • Issue 20 • MK




Enhanced and updated and now more than ever, the finest football game in the world.



TOP TIP *Bonus teams: At the Start screen press Up, Top-C, Up, Top-C, Down, Bottom-C, Down, Bottom-C, Left, Left-C, Right, Right-C, Left, Left-C, Right, Right-C, B, A, hold Z and Start.*



JET FORCE GEMINI

93% 5 | Rare • £50 • 1-4 players • rumble pak • on cart • Issue 34 • MK




Wondrous marriage of stunning looks, hectic blasting and deep gameplay. Rare at their best – again.



TOP TIP *You can pick up dead drone ammo and use it to replenish both the Plasma Shotgun and the Machine Gun. Handy, no?*

KILLER INSTINCT

62% 2 | Nintendo/Rare • £20 • 1/2 players • controller pak • Issue 3 • MH

Great in its time but who wants a 2D beat-'em-up in the light of *Tekken* and even *MK4*?

KNOCKOUT KINGS 2000

82% 3 | EA • £30 • 1/2 players • controller pak • rumble pak • Issue 35 • TW

Unexpectedly entertaining boxing sim, complete with Mohammed Ali and create-a-player.

KNIFE EDGE

42% 2 | Nintendo • £30 • 1/4 players • on Cart • rumble pak • Issue 24 • JA

A light gun game when there isn't one. Dull.

LEGEND OF ZELDA

98% 5 | Nintendo • £50 • 1 player • rumble pak • on cart • Issue 24 • JB




Simply the greatest game ever created. Utterly amazing. If you get just one game, it *must* be this.

TOP TIP *Check out N64/24 for a guide on how to complete the first dungeon.*

LEGO RACERS

70% 3 | Lego Media • £40 • 1/2 players • rumble pak • controller pak • Issue 36 • MK

Highly original *Mario Kart* clone with some nice ideas. Shame about the handling.

LODE RUNNER 3D

70% 3 | Infogrames • £40 • 1 player • on cart • rumble pak • Issue 29 • JB

A retro puzzler with gameplay unchanged since the Commodore 64. There's plenty of it too.

LYLAT WARS

91% 5 | Nintendo • £30 • 1-4 players • rumble pak • on cart • Issue 8 • JN




Not as perfect as it could've been (it needed a level select) but another tour-de-force for Shigsy.

TOP TIP *Achieve gold on all levels for the four-player Tank and Expert modes.*

MACE: THE DARK AGE

81% 3 | GT • £30 • 1/2 players • on cart • Issue 9 • JB

A highly competent fighter that'll tide you over 'til Capcom arrive on the scene.

MADDEN 64

92% 3 | EA • £40 • 1-4 players • rumble pak • controller pak • Issue 10 • TT




The first 64-bit outing for the Madden series is a great success but it looks a bit dated compared to *NFL 99*.

TOP TIP *Madden super team: at the create player screen type AT(space)Madden.*

MADDEN NFL '99

88% 5 | EA • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 23 • MK



This hi-res version plays just as well and also has a play editor, a practice mode and lots of new options.

TOP TIP *Hidden team codes: THROWBACK, HAMMERHEAD, INTHEGAME.*

MAGICAL TETRIS CHALLENGE

51% 2 | Activision • £40 • 1/2 players • rumble pak • on cart • Issue 34 • JB

Contemptible attempt to update *Tetris* with rubbish new shapes. Avoid, please.

MARIO GOLF

90% 5 | Nintendo • £40 • 1-4 players • rumble pak • on cart • GB pak • Issue 34 • MK



Not just a top-hole golf simulator, this is simply great fun for everyone. The plumber does it again.

TOP TIP *Get all 108 birdie badges and play as Terminator Mario.*

MARIO KART 64

91% 5 | Nintendo • £30 • 1-4 players • controller pak • on cart • Issue 4 • JD




A fab multiplayer and you'll still be racing the one-player tracks long after you've beaten them.

TOP TIP *Accelerate just before the light turns green for a super-fast start.*

MARIO PARTY

85% 4 | Hudson • £40 • 1-4 players • rumble pak • on cart • Issue 27 • JN




Book an evening off, get some friends together and you'll have the most outrageous fun. Yup.

TOP TIP *Eternal Star: complete all boards, earn 100 stars and visit the bank.*

MICHAEL OWEN'S WLS 2000

84% 4 | THQ • £45 • 1-4 players • rumble pak • controller pak • Issue 33 • MK

Silky smooth, goal-drenched football game, with real league teams. No *ISS*, mind.

MICRO MACHINES 64 TURBO

86% 4 | Codemasters • £40 • 1-8 players • rumble pak • controller pak • Issue 25 • JB




Classic multiplayer action for up to eight miniature racing fans sharing four contollers.

TOP TIP *Don't take the shortcuts. Try to veer off the track and you blow up.*

MILO'S ASTRO LANES

38% 0 | Interplay • £40 • 1-4 players • rumble pak • on cart • Issue 26 • TW

'Stunningly dull'. Give it a miss.

MISCHIEF MAKERS

90% 4 | Nintendo/Treasure • £40 • 1 player • on cart • Issue 8 • JB



It's retro but it's totally rewarding. A perfect example of how to do 2D on the N64.

TOP TIP *Check out our extensive guide in N64/12. You won't regret it. Nosiree.*

MISSION: IMPOSSIBLE

75% 3 | Infogrames • £40 • 1 player • rumble pak • on cart • Issue 19 • TW

Horrendous AI, a clunky engine and bad controls.

MK MYTHOLOGIES

9% 0 | GT • £Too much • 1 player • rumble pak • controller pak • Issue 11 • JD

This could only be less enjoyable if it squirted sulphuric acid into your face.

MONACO GRAND PRIX

87% 4 | Ubi Soft • £40 • 1/2 players • rumble pak • controller pak • Issue 27 • JB




Not as deep or complex as Paradigm's *F1 WGP*, but a tyre-squealingly good game all the same.

TOP TIP *Remember to use your brakes on the corners!*

MONSTER TRUCK MADNESS

66% 2 | Take 2 • £40 • 1/2 players • rumble pak • Issue 33 • JB

Okay-ish conversion of knackered old PC game, with new two-player modes.

MORTAL KOMBAT 4

84% 4 | GT • £45 • 1/2 players • rumble pak • controller pak • Issue 20 • JP

The best version of *MK* yet.

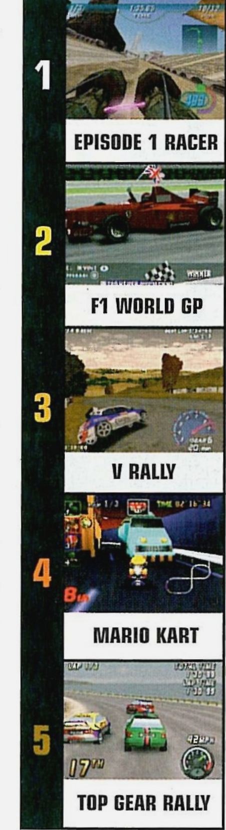
MORTAL KOMBAT TRILOGY

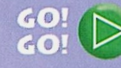
34% 1 | GT • £40 • 1/2 players • rumble pak • controller pak • Issue 1 • TW

This is really poor. A wealth of options, cheats, extras and finishing moves can't save it.

SPEED DEMONS

Driving fan David Mugridge of Southampton wrote in to share his top five N64 racing games. But no F-Zero X? We had to restrain Dark Mark from popping down to the South Coast and administering some justice, David!





MY CHOICE

These are Jack Sansom's five bestest games of any variety. Take it away, Jack.



MULTI RACING CHAMPIONSHIP

71% 2 — Ocean/Imagineer ● £30 ● 1/2 players ● controller pak ● Issue 8 ● JD

The conversion job has done it no favours. 'Gritty' graphics and it's also far too easy.

MYSTICAL NINJA

90% 4 — Konami ● £50 ● 1 players ● controller pak ● Issue 14 ● TW





With plenty to do, this sprawling, enjoyable adventure tries really hard to square up to *Mario*.



TOP TIP *If you're short of coins remember the pots regenerate if you go out the room and then come back in again*

NAGANO WINTER OLYMPICS

32% 1 — Konami ● £45 ● 1-4 players ● rumble pak ● controller pak ● Issue 12 ● JD

Luge, bobsleigh, halfpipe, *curling*, they're all here and they're all extremely boring.

NASCAR '99

59% 1 — EA ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 23 ● MG

A tedious slog round a succession of oval tracks. Kind of like spinning round on a swivel chair.

NBA COURTSIDE

90% 4 — Nintendo ● £20 ● 1-4 players ● rumble pak ● controller pak on cart ● Issue 18 ● MK





Fluid gameplay, sharp graphics and a simple control system make this the best basketball game ever.

TOP TIP *Hold L while selecting a pre-season game to access the secret teams.*

NBA HANGTIME

52% 1 — GT ● £25 ● 1-4 players ● on cart ● Issue 6 ● JS

Two-on-two basketball gets very boring.

NBA JAM '99

83% 3 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 24 ● MG

Not *quite* up to the standard of *NBA Courtside*.

NBA JAM 2000

80% 4 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 37 ● MK

Smooth passing and a top create-a-player.

NBA LIVE '99

64% 2 — EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 24 ● JB

The poor man's basketball game.

NBA LIVE 2000

65% 3 — EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 38 ● MK

Huge and difficult basketball game starring Michael Jordan. One for the fans.

NBA PRO '98

71% 2 — Konami ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 14 ● JP

An enjoyable multiplayer and lots of options.

NHL PRO '99

52% 2 — Konami ● £40 ● 1-4 players ● controller pak ● Issue 27 ● JP

An above average slice of ice-based hockey.

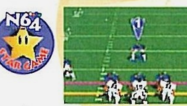
NBA PRO '99

52% 2 — Konami ● £40 ● 1-4 players ● controller pak ● Issue 27 ● JP

Painfully average.

NFL BLITZ

87% 4 — GT ● £45 ● 1/2 players ● rumble pak ● controller pak ● Issue 22 ● MK



Arcade-style American football. Fast play with plenty of scraps and a customisable Editor.

TOP TIP *At the Matchup screen, tap in 2-0-3-Right for Big Head mode.*

NFL QUARTERBACK CLUB '98

86% 3 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TT





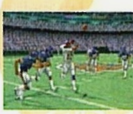
It's got the crucial NFL licence but doesn't quite manage to displace *Madden*. More for the purists.

TOP TIP *Check out our five-page guide to Yank-thrashing in N64/12.*

NFL QBC '99

90% 5 — Acclaim ● £40 ● 1-4 players ● controller pak ● expansion pak ● Issue 23 ● MK





Incredibly realistic American footie sim featuring the best motion-captured animation ever seen.

TOP TIP *For fat players, enter MRSHMLLW. For constant injuries enter HSPTL.*

NFL QBC 2000

60% 2 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● MK

Duff update of top QBC series with nasty passing. Stick with last year's version.

NHL '99

74% 4 — EA ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 22 ● JP

Good but not great. Buy *Wayne Gretzky* instead.

NHL BREAKAWAY

62% 2 — Acclaim ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 14 ● DM

Little excitement, nowt original. *Gretzky*'s better.

NHL BREAKAWAY '99

64% 2 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 24 ● JB

Mildly diverting hockey sim: can't touch *Gretzky*.

OLYMPIC HOCKEY

60% 1 — GT ● £25 ● 1-4 players ● controller pak ● Issue 15 ● MK

Cheap, cynical cash-in on an event that generates only total indifference in the UK.

PAPERBOY

62% 2 — Midway ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 36 ● MK

Pleasant enough rendition of a simple classic, but you'll complete it in minutes.

PENNY RACERS

58% 2 — THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 25 ● MK

The slowest, boringest racer ever. Even when it begins to speed up. Dump.

PGA EUROPEAN TOUR GOLF

80% 4 — Infogrames ● £40 ● 1-4 players ● rumble pak on cart ● Issue 38 ● MK



Looks dodgy but plays a very solid game. Serious golf fans should check it out.

PILOTWINGS 64

89% 5 — Nintendo ● £20 ● 1 player ● on cart ● Issue 1 ● TW

A supreme example of how to harness the N64's immense potential. Absolutely stunning visuals.

TOP TIP *The 4 Birdman Stars are hidden in New York's park, inside Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday island.*

PREMIER MANAGER 64

82% 4 — Gremlin ● £40 ● 1 player ● on cart ● Issue 31 ● TW

By no means perfect but at times it's compelling and as the N64's only footie management sim, we have to recommend it.

QUAKE 64

79% 3 — GT ● £25 ● 1/2 players ● rumble pak ● controller pak ● Issue 15 ● JP

Tidy new light sourcing, polygonal monsters, a lame two-player deathmatch and lots of blood.

QUAKE II

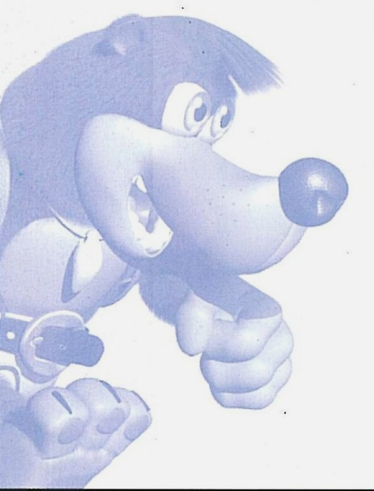
90% 4 — Activision ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 32 ● MG





The one-player game is a little outdated but the multiplayer game is absolutely stunning.

TOP TIP *For extra costume colours enter S3TC 00LC 0L0R S??? as a password.*



RAINBOW SIX

87% 4 Take 2 • £40 • 1/2 players • rumble pak • controller pak • Issue 35 • TW




Complex, hard-as-nails stealth-'em-up with one-shot kills and tactical planning. Ace!



TOP TIP *Throw Flashbangs round corners to stun any waiting enemies. Then shoot them while they're incapacitated.*

RAKUGA KIDS

80% 4 Konami • £40 • 1/2 players • rumble pak • on cart • Issue 22 • MK

The most adorable characters in the world scrap it out in this 2D graffiti-'em-up.

RAMPAGE WORLD TOUR

54% 1 GT • £45 • 1-3 players • controller pak • Issue 16 • MK

This conversion of the age-old arcade classic is fun but, ultimately, it's expensive and limited.

RAMPAGE 2 UNIVERSAL TOUR

22% 0 Midway • £40 • 1-3 players • rumble pak • controller pak • Issue 29 • MK

Utterly rancid arcade yawn-fest. One of the most tedious games you could waste your money on.

RAT ATTACK

70% 3 Mindscape • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • JB

Simple, well executed puzzle-'em-up, with cats trying to catch rats. And that's it.

RAYMAN 2

73% 3 Ubi Soft • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 35 • MG

Another armless and unlovable Ubi Soft character stars in another below-par *Mario* clone.

READY 2 RUMBLE

81% 3 Midway • £40 • 1/2 players • rumble pak • controller pak • Issue 37 • MG

Ploddy but enjoyably cartoony boxing romp.

RESIDENT EVIL 2

90% 4 Virgin • £40 • 1 player • rumble pak • expansion pak • Issue 36 • MG




Super-scary, if shortlived, zombie finery. Looks the absolute business in hi-res.

TOP TIP *Kill the zombie near the police station for extra costumes.*

RE-VOLT

73% 3 Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 33 • MG

Better-than-average.

ROAD RASH 64

68% 3 THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • JB

Solid, entertaining but unspectacular.

ROADSTERS

80% 4 Titus • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • TW

Not perfect, but quick. Great.

ROBOTRON 64

75% 2 GT • £50 • 1/2 players • controller pak • Issue 12 • JN

An entertaining update of the arcade game.

ROCKET: ROBOT ON WHEELS

88% 4 Ubi Soft • £40 • 1 player • rumble pak • controller pak • Issue 36 • JB



The most original, inventive 3D platformer you'll play in a long time. Top grade.

TOP TIP *Collect Tinker Tokens and Tinker will give you new special abilities.*

ROGUE SQUADRON

85% 4 Lucas Arts • £50 • 1 player • cart • rumble pak • expansion pak • Issue 25 • TW




Rattlingly good Star Wars combat flight game, with incredibly effective 3D sound and great graphics.

TOP TIP *Type in IGIVEUP to obtain a handy amount of lives. An infinite amount!*

RUGRATS TREASURE HUNT

48% 1 THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 33 • MG

Dire rip-off of *Mario Party*. Crud.

RUSH 2 EXTREME RACING USA

73% 4 GT • £40 • 1/2 players • rumble pak • controller pak • Issue 24 • TW

You'll either love it or hate it.

SAN FRANCISCO RUSH

82% 3 GT • £25 • 1/2 players • rumble pak • controller pak • Issue 11 • TW

Gravity-defying leaps, rattling top speeds, mid-air multi-car pile-ups and tonnes of explosions.

SCARS

79% 3 Ubi Soft • £40 • 1-4 players • rumble pak • controller pak • Issue 23 • MK

Kind of like a futuristic version of *Mario Kart* but there are several better alternatives out there.

SHADOWGATE 64

43% 2 Kemco • £40 • 1 player • rumble pak • controller pak • Issue 31 • JB

An old-school RPG that'll see you drifting into a deep slumber after about 20 minutes of play.

SHADOWMAN

93% 5 Acclaim • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 32 • JB




Vast, believable worlds, a superb plot, serial killers and a dash of voodoo magic. Unmissable.

TOP TIP *Once you've collected 100 Cadeaux, deposit them in the Temple of Life (in the Wasteland) for extra health.*

SHADOWS OF THE EMPIRE

78% 3 Nintendo/LucasArts • £40 • 1 player • on cart • Issue 1 • JA

Fab snowspeeder and space battles are ultimately let down by some lacklustre *Doom*-style bits.

SILICON VALLEY

91% 5 Take 2 • £50 • 1 player • on cart • Issue 22 • MK




The most original console game ever. A breathtakingly clever and supremely playable platformer.

TOP TIP *On the 'monkey swinging' section on Jungle Doldrums, push Jump twice and you get extra distance on your leap. Handy!*

SNOWBOARD KIDS

86% 4 Nintendo/Atlus • £30 • 1-4 players • rumble pak • controller pak • Issue 14 • JA




Mario Kart on ice. Technically a little ragged but still great fun. Check out the multiplayer!

TOP TIP *On a long straight, hold jump for about five seconds to get a speed boost (your character will say 'yeah' if it's worked).*

SOUTH PARK

73% 3 Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 25 • JA

Monotonous and basic first-person shooter.

SOUTH PARK: CHEF'S LUV SHACK

83% 4 Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • TW

Genuinely amusing *Mario Party* rip-off with ace mini games. Shortlived but fun.

SOUTH PARK RALLY

88% 4 Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 38 • MG



Missions, computer bots and every South Park character you can think of. Great stuff!

TOP TIP *Search Gayworld's nooks and crannies to dig out handy Mr Hanky Poo power-ups.*

STARSHOT SPACE CIRCUS FEVER

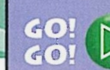
68% 2 Infogrames • £40 • 1 player • rumble pak • on cart • Issue 22 • JP

A 3D platformer that's been pre-dated by *Banjo*.

MOVIE HEAVEN

Echoing Greener's own movie / game comparisons from issue 37, Peter Lizl of Skipton sent us this list of what he regards to be the games with the most cinematic cut scenes.





Club 64 DIRECTORY

STRANGE DAYS

Jamie Suttle from Redditch sent in his top five 'strange games'. What makes a strange game isn't quite clear, but strange doesn't necessarily mean good.



STAR WARS EPISODE 1: RACER

88% 5

Nintendo • £50 • 1/2 players • rumble pak • on cart • expansion pak • Issue 30 • MK




Blindingly fast future racer, with the kind of atmosphere you can only get in Star Wars games.

TOP TIP *Hold Z when selecting the Start Game option for a cut scene showing your racer trading insults with the course favourite.*

SUPERMAN

14% 0

Titus • £40 • 1-4 players • rumble pak • controller pak • Issue 31 • TW

Staggeringly inept, *Superman* is virtually unplayable. DO NOT, repeat, DO NOT buy this.

SUPER MARIO 64

96% 5

Nintendo • £50 • 1 player • on cart • Issue 1 • ZN




Everything that's made previous *Mario* titles great, fleshed out into 3D. Second only to *Zelda*.

TOP TIP *Sideflip and press A and B at the same time to make Mario belly flop.*

SUPER SMASH BROS

90% 5

Nintendo • £40 • 1-4 players • rumble pak • Issue 36 • MG



Beatifully playable, totally original Nintendo platform beat-'em-up. Smasher.

TOP TIP *To pull off the super-useful Triple Jump, press Up twice, then Up and B.*

TETRISPHERE

69% 3

Nintendo • £20 • 1/2 players • controller pak • Issue 13 • SJ

Confusing, complicated and frustrating.

THE NEW TETRIS

88% 5

Nintendo • £40 • 1-4 players • rumble pak • Issue 33 • MK




At last! The definitive non-GB *Tetris* game. Superb music, ace four-player ents.

TOP TIP *Go for the gold blocks by placing four of the same pieces together. You're awarded with ten lines for every line you get rid of.*

TONIC TROUBLE

55% 2

Ubi Soft • £40 • 1 player • controller pak • rumble pak • Issue 33 • MG

Occasionally fun, but more often dull and remarkably uninspired 3D platformer.

TOP GEAR OVERDRIVE

79% 3

Nintendo • £45 • 1/4 players • rumble pak • expansion pak • on cart • Issue 24 • TW

Arcade-standard visuals adorn a racer that you so desperately want to love... but just can't.

TOP GEAR RALLY

86% 4

Nintendo/Boss • £40 • 1/2 players • controller pak • Issue 8 • JD




Some of the fastest, most realistic driving ever to grace a computer game. Well designed tracks.

TOP TIP *Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car. • Double Game Guided on N64/18.*

TOP GEAR RALLY 2

90% 5

Kemco • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 38 • JB




Brilliant rally game with arcade handling. There's even a random track generator.

TOP TIP *Stick with your chosen team for as long as possible to get the best possible upgrades.*

TUROK DINOSAUR HUNTER

91% 4

Acclaim • £30 • 1 player • controller pak • Issue 1 • TW




Screen-filling dinosaurs, ludicrously bloody violence and some breathtaking weapons. Fantastic!



TOP TIP *• Type LKMBRD and use L and R to fly around the level. • Type NTHGTHDGDCRTDTRK for all cheats.*

TUROK 2 SEEDS OF EVIL

95% 5

Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 21 • TW




A breathtaking follow-up to a superb original. Alongside *Zelda*, an essential purchase.



TOP TIP *Enter BEWAREOBLIVIONISATHAND for access to all the in-game cheats.*

TUROK: RAGE WARS

87% 4

Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 35 • MG




The third *Turok* proves to be an immensely enjoyable deathmatch-based shooter.

TOP TIP *Search lava pits for goodies. Keep an eye on your health, though.*

TWISTED EDGE

60% 2

Nintendo • £40 • 1/2 players • rumble pak • controller pak • Issue 24 • TW

An amateur snowboarding outing. Just competent.

VIRTUAL POOL 64

77% 4

Interplay • £40 • 1/2 players • controller pak • Issue 26 • MG

Surprisingly playable pool sim.

VIGILANTE 8

74% 3

Activision • £40 • 1/4 players • controller pak • expansion pak • Issue 28 • JB

Average *Twisted Metal* clone, with a few nice touches and a few moments of utter tedium.

V-RALLY 99

90% 5

Infogrames • £40 • 1/2 players • rumble pak • controller pak • Issue 22 • JA




Finally, the N64 gets an 'arcade' racer to compete with the PSX's best. Fast and furious, this is terrific.

TOP TIP *Score 100% in Arcade mode to get access to two sets of secret cars.*

WAIALAE COUNTRY CLUB GOLF

49% 1

Nintendo • £40 • 1-4 players • rumble pak • controller pak • Issue 21 • TW

It's golf, but golf that looks like it's been through a meat processor.

WAR GODS

46% 0

GT • £25 • 1/2 players • No backup • Issue 7 • JB

Once you've sampled all the character's delights, and the silly moves, the novelty soon dissipates.

WAVE RACE 64

90% 5

Nintendo • £30 • 1/2 players • on cart • Issue 2 • ZN




Thoroughly realistic water effects and a scintillating two-player make this just as fun as *MK 64*.

TOP TIP *To race in the alternate colours, press up on the analogue while selecting your character. • DGG + no. 3 with issue 14.*

WAYNE GRETZKY'S 3D HOCKEY

75% 3

GT • £25 • 1-4 players • controller pak • Issue 6 • TW

For sheer whizz-bang, puck-zipping magic, *Gretzky* is hard to beat.

WAYNE GRETZKY'S 3D HOCKEY '98

70% 3

GT • £25 • 1-4 players • controller pak • Issue 16 • MK

When all's done and dusted, is it really different enough to warrant buying? No.

WCW MAYHEM

78% 3

EA • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • MG

EA's first WCW game is lightning quick , but disappointingly lacking in moves.

WCW/NWO REVENGE

75% 3

THQ • £50 • 1-4 players • rumble pak • on cart • Issue 22 • MG

Plenty of new characters and faster gameplay, but nowhere near as good as *WWF Warzone*.

WCW vs NWO WORLD TOUR

70% 2 — THQ ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 12 ● TW

A perfectly acceptable, technically solid beat-'em-up. Not quite *Tekken*, though.

WETRIX

74% 3 — Ocean ● £30 ● 1/2 players ● controller pak ● Issue 15 ● JP

Reasonably priced take on the age-old *Tetris* theme, with water and mountains.

WIPEOUT 64

88% 5 — Midway ● £45 ● 1-4 players ● rumble pak ● on cart ● Issue 23 ● TW




The trendiest future racer around finds its natural home on the N64. Looks and sounds terrific.



TOP TIP *Using the airbrakes on gentle corners can flip your craft out of control, so save them for the tightest of turns.*

WORLD CUP '98

73% 2 — EA ● £40 ● 1/4 players ● Controller pak ● Issue 16 ● JA

Competent, licence-led but sluggish, frustrating and now with semi-automatic tackling. Hmm.

WORLD DRIVER CHAMPIONSHIP

91% 5 — Midway/Boss ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 33 ● JB



It might take you a while to get into but this is superb, with stunning visuals and well designed tracks.



TOP TIP *All cars and tracks: Begin a new championship mode and enter RACES THE BEST as a name. Press Left, Right, Right, Left, Down, Up at the next screen.*

WORMS ARMAGEDDON

85% 4 — Infogrames ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● MK



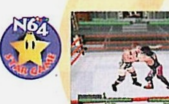

A brilliant conversion of the PC original, with fab multiplayer and random landscapes.



TOP TIP *Complete the training and one-player missions to access brand new multiplayer options.*

WWF ATTITUDE

88% 4 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 32 ● MG



The closest you'll get to real wrestling on your N64. Check out the create-a-player mode – it's hilarious.

TOP TIP *For extra costumes in the create-a-player mode, win the WWF title as Mankind in challenge or career mode under the normal or hard difficulty setting.*

WWF WARZONE

85% 4 — Acclaim ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 19 ● MK



A fantastic fat-fest with hi-res visuals, plenty of fighters, TV-chucking and a fab create-a-player mode.

TOP TIP *On the character biography screens, push down on the analogue to select the wrestlers alternative uniforms.*

WWF WRESTLEMANIA 2000

90% 5 — THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● OH




The best wrestling game yet. Playable, comprehensive and a mighty good larf too!

TOP TIP *When you pick up a weapon, slide back into the ring to keep it.*

XENA WARRIOR PRINCESS

81% 4 — Titus ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● MG

Fast-paced, good-looking four-player beat-'em-up. Lacks lifespan, but still…

YOSHI'S STORY

86% 5 — Nintendo ● £40 ● 1 player ● rumble pak ● on cart ● Issue 15 ● TW




Surprisingly, a Nintendo game that lacks longevity. But it's amazing to play and beautiful too.

TOP TIP *White Yoshi (3-2): When you find poochie yapping at a red pipe you can't reach, go down the next red pipe and look for the '?'.*

Import releases
(not yet released in UK)

Game	Details	Score	Rating
64 O-SUMO	Bottom Up ● 1/2 players ● Issue 11 ● ME	90%	4
AIR BOARDER 64	Human ● 1/2 players ● Issue 16 ● TW	62%	2
A BUG'S LIFE	Activision ● 1 player ● Issue 31 ● JB	62%	2
AUGUSTA MASTERS '98	T&E Soft ● 1-4 players ● Issue 14 ● JP	40%	1
BANGAIO	Treasure ● 1 player ● Issue 36 ● MK	84%	4
BOMBERMAN D-DAMAN	Hudson ● 1 player ● Issue 20 ● JP	23%	0
BOTTOM OF THE NINTH	Konami ● 1/2 players ● Issue 30 ● TW	44%	2
CHORO Q 64	Takara ● 1-4 players ● Issue 20 ● MK	56%	1
DENRYU IRA IRA BOU	Hudson ● 1/2 players ● Issue 12 ● JN	65%	2
DEZAEMON 3D	Athena ● 1-4 players ● Issue 19 ● MK	82%	4
DORAEMON	Epoch ● 1 player ● Issue 2 ● TW	60%	1
DORAEMON 2	Epoch ● 1 player ● Issue 26 ● JB	52%	2
F-CUP MANIAX	Imagineer ● 1/2 players ● Issue 34 ● JB	85%	5
FAMISTA 64	Namco ● 1-4 players ● Issue 11 ● TW	68%	1
FOX COLLEGE HOOPS	Fox Interactive ● 1/2 players ● Issue 26 ● TW	25%	0
GET A LOVE PANDA LOVE UNIT	Hudson ● 1 player ● Issue 26 ● TW	??%	2
GLORY OF ST. ANDREWS	Seta ● 1-4 players ● Issue 1 ● TW	58%	0
GOLDEN NUGGET	EA ● 1-4 players ● Issue 26 ● TW	52%	2
HARVEST MOON 2	Pack In Soft ● 1 player ● Issue 28 ● MK	82%	5
JANGOU SIM MAH JONG 64	Video System ● 1 player ● Issue 7 ● JD	69%	1
J-LEAGUE DYNAMITE SOCCER	Imagineer ● 1-4 players ● Issue 8 ● TW	66%	1
J-LEAGUE ELEVEN BEAT	Hudson ● 1/2 players ● Issue 10 ● TW	52%	0
J-LEAGUE PERFECT STRIKER	Konami ● 1-4 players ● Issue 1 ● TW	89%	3
J-LEAGUE PERFECT STRIKER 2	Konami ● 1-4 players ● Issue 32 ● TW	90%	5
JEOPARDY!	Take 2 ● 1-3 players ● Issue 16 ● MK	9%	0

DREAMING OF JAPAN

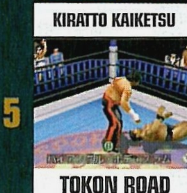
Veronica Matthews obviously dreams of life outside smoggy old London. She sent us this list of her favourite Japanese import games.

1 
BANGAIO

2 
DENRYU IRA IRA BOU

3 
PIKACHU GENKI DECHU

4 
KIRATTO KAIKETSU

5 
TOKON ROAD

Club 64 DIRECTORY readers top five

cut out and send

WIN!

An N64 game of your choice!

The reader with the best, and most original chart, wins an N64 game of their choice.

Send your completed form to:
N64 Directory Charts, N64 Magazine, Future Publishing, 30 Monmouth Street, Bath. BA1 1BW.

REMEMBER! Your top five can be anything: your top five favourite games, your top five favourite death scenes, your top five favourite winter games, your top five favourite racing games, *anything* at all. Be creative!

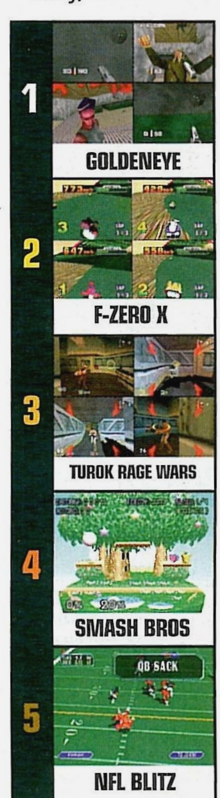
My Top Five..
....are:

1. ....
2. ....
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4. ....
5. ....

Name..
Address..
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Postcode..
Game wanted..

FOUR PLAYERS

David Marlow of Bridgwater reckons these little beauties are the best multiplayer games money can buy. And who are we to disagree? Take it away, Mr Marlow.

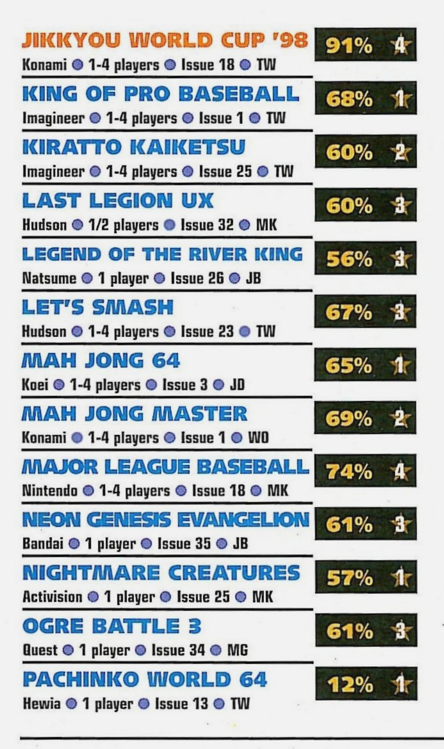


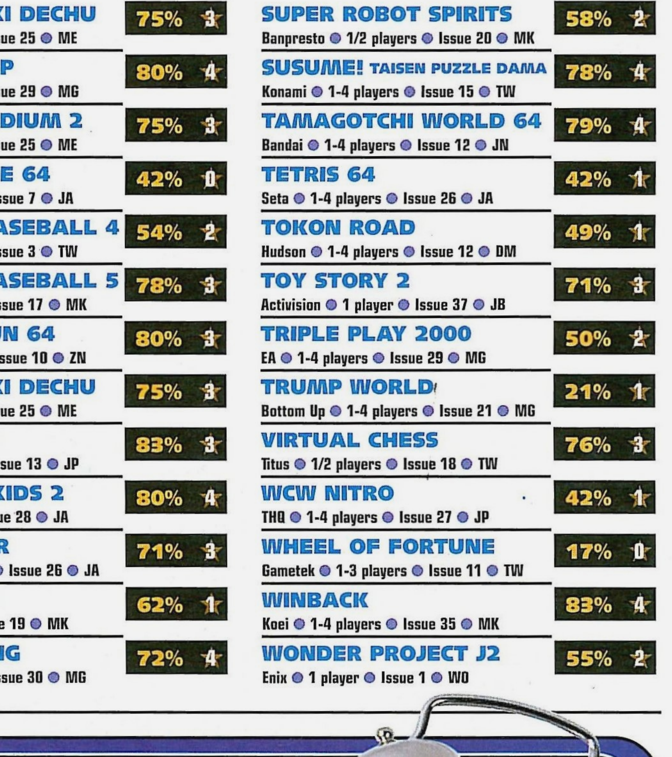
Game	Details	Score	Stars
JIKKYOU WORLD CUP '98	Konami ● 1-4 players ● Issue 18 ● TW	91%	4
KING OF PRO BASEBALL	Imagineer ● 1-4 players ● Issue 1 ● TW	68%	1
KIRATTO KAIKETSU	Imagineer ● 1-4 players ● Issue 25 ● TW	60%	2
LAST LEGION UX	Hudson ● 1/2 players ● Issue 32 ● MK	60%	3
LEGEND OF THE RIVER KING	Natsume ● 1 player ● Issue 26 ● JB	56%	3
LET'S SMASH	Hudson ● 1-4 players ● Issue 23 ● TW	67%	3
MAH JONG 64	Koei ● 1-4 players ● Issue 3 ● JD	65%	1
MAH JONG MASTER	Konami ● 1-4 players ● Issue 1 ● WO	69%	2
MAJOR LEAGUE BASEBALL	Nintendo ● 1-4 players ● Issue 18 ● MK	74%	4
NEON GENESIS EVANGELION	Bandai ● 1 player ● Issue 35 ● JB	61%	3
NIGHTMARE CREATURES	Activision ● 1 player ● Issue 25 ● MK	57%	1
OGRE BATTLE 3	Quest ● 1 player ● Issue 34 ● MG	61%	3
PACHINKO WORLD 64	Hewia ● 1 player ● Issue 13 ● TW	12%	1
PIKACHU GENKI DECHU	Nintendo ● 1 player ● Issue 25 ● ME	75%	3
POKÉMON SNAP	Nintendo ● 1 player ● Issue 29 ● MG	80%	4
POKÉMON STADIUM 2	Nintendo ● 1 player ● Issue 25 ● ME	75%	3
POWER LEAGUE 64	Hudson ● 1/2 players ● Issue 7 ● JA	42%	0
POWER PRO BASEBALL 4	Konami ● 1/2 players ● Issue 3 ● TW	54%	2
POWER PRO BASEBALL 5	Konami ● 1/2 players ● Issue 17 ● MK	78%	3
PUYO PUYO SUN 64	Compile ● 1/2 players ● Issue 10 ● ZN	80%	3
PIKACHU GENKI DECHU	Nintendo ● 1 player ● Issue 25 ● ME	75%	3
SIM CITY 2000	Imagineer ● 1 player ● Issue 13 ● JP	83%	3
SNOWBOARD KIDS 2	Atlus ● 1-4 players ● Issue 28 ● JA	80%	4
SNOW SPEEDER	Imagineer ● 1/2 players ● Issue 26 ● JA	71%	3
STAR SOLDIER	Hudson ● 1 player ● Issue 19 ● MK	62%	1
SUPER BOWLING	Athena ● 1-4 players ● Issue 30 ● MG	72%	4
SUPER ROBOT SPIRITS	Banpresto ● 1/2 players ● Issue 20 ● MK	58%	2
SUSUME! TAISEN PUZZLE DAMA	Konami ● 1-4 players ● Issue 15 ● TW	78%	4
TAMAGOTCHI WORLD 64	Bandai ● 1-4 players ● Issue 12 ● JN	79%	4
TETRIS 64	Seta ● 1-4 players ● Issue 26 ● JA	42%	1
TOKON ROAD	Hudson ● 1-4 players ● Issue 12 ● DM	49%	1
TOY STORY 2	Activision ● 1 player ● Issue 37 ● JB	71%	3
TRIPLE PLAY 2000	EA ● 1-4 players ● Issue 29 ● MG	50%	2
TRUMP WORLD	Bottom Up ● 1-4 players ● Issue 21 ● MG	21%	1
VIRTUAL CHESS	Titus ● 1/2 players ● Issue 18 ● TW	76%	3
WCW NITRO	THQ ● 1-4 players ● Issue 27 ● JP	42%	1
WHEEL OF FORTUNE	Gametek ● 1-3 players ● Issue 11 ● TW	17%	0
WINBACK	Koei ● 1-4 players ● Issue 35 ● MK	83%	4
WONDER PROJECT J2	Enix ● 1 player ● Issue 1 ● WO	55%	2

COMPETITION

WIN!

40 Winks Alarm Clocks and T-Shirts!





Yup, in conjunction with our friends at GT, we're giving away ten sets of handy *40 Winks* alarm clock and T-Shirt combos! The alarm clock, adorned with the game's lake-eyed twins Ruff 'n' Tumble, provides a neat way of never missing a day of work or school, while the T-Shirt – with attractive logo design and 'white' look – offers a nice alternative to your run-of-the-mill pyjama and slipper set. And to stand a chance of winning one of these hyper-fashionable early morning wake-up calls, all you need to do is give us the answer to the following:

What is *40 Wink's* sleep-loving nasty called?

a) Steve
b) NiteKap
c) Jeffrey Dahmer

SEND YOUR ENTRIES TO:
The 40 Winks Competition and that, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

RULES

1. The closing date for entries is 31st March 2000.
2. Employees of Future Publishing and GT may not enter. Nope.
3. The winning entry will be pulled from a hat that looks like a... teehee... you know.
4. The Editor's decision will be final. And laced with melodrama.
5. 'Wendy! Oh, Wendy!'


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N64 BACK ISSUES

ISSUES 1-32 SOLD OUT!



ISSUE 33
The Hybrid Heaven Edition
A world exclusive review of *Hybrid Heaven*, plus 31 new shots of multiplayer gore-fest *Turok: Rage Wars*. Where to find *Shadowman*'s first 21 Dark Souls, a multiplayer *Quake II* guide and every finishing move from *WWF Attitude*.
● In the DGG+, tips for every single *Star Wars Episode 1: Racer* track and a complete *Quake II* walkthrough.

ISSUE 34
The Jet Force Gemini Edition
The world's first review of Rare's superb bug-blaster, *Jet Force Gemini*. Plus pics and the latest info on the games from Japan's Spaceworld show, including *Ocarina of Time* sequel *Zelda Gaiden*, *Kirby 64*, *Mother 3* and *Super Mario Adventure*.
● Find every single Dark Soul in *Shadowman* with the help of our exhaustive Book of Secrets!



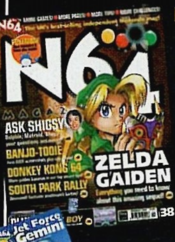
ISSUE 35
The Rage Wars Edition
Yet another world exclusive review, this time on Acclaim's new Turok game. Unmissable first tips on space blaster *Jet Force Gemini* and all-new shots of Capcom's zombie shocker – *Resident Evil 2*. Plus all you ever needed to know about Pokémon!
● Battle it out between your favourite Nintendo characters with our free **N64** Pocket Battle Cards!



ISSUE 36
The DK64 Edition
The biggest and best review ever of Rare's awesome new adventure. The world's first playtest of *South Park Rally*, and an exclusive look at coming football-fest *ISS Millennium*. Plus *Jet Force Gemini* tips – find everything, a long awaited PAL *Super Smash Bros* review, Capcom's *Resident Evil 2*, and *WWF Wrestlemania*.
● And don't forget your free christmas gift, an **N64** Worms pen!



ISSUE 37
The ISS Millennium Edition
A detailed look at Konami's new footie title, *ISS Millennium*, with its unique RPG mode. Top secret *Donkey Kong 64* tips – we reveal everything! Reviews of Midway's boxing title *Ready 2 Rumble* and Acclaim's take on Starship Troopers, *Armorines*. A detailed *Super Smash Bros* guide and hints on how to rassle your way through the superb *WWF Wrestlemania 2000*.



ISSUE 38
The Zelda Gaiden Edition
Everything you could possibly want to know about the sequel to the best game ever™. Plus reviews of *South Park Rally* and *Top Gear Rally 2*. If you're stuck, check out our *Resident Evil 2* guide and tips for *Worms Armageddon* and *Turok: Rage Wars*.
● Blast your way through *Jet Force Gemini* and learn every move in *Smash Bros* with this month's unmissable DGG+.



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WORD OF MOUTH

By Mark Green

Listen up – we've tracked down the people behind the voices of Nintendo's biggest characters.

Since Mario yelled, "It's-a me!" at startled players during the opening moments of *Super Mario 64*, N64 games haven't stopped talking. Almost every character, from Duke Nukem to Link's fairy friend Navi, has opened their mouth and chatted away to whoever's been listening.

But filling a character's mouth with words isn't as easy as you might think. The process of making Mario, Turok or Pikachu talk is a long and arduous one, and begins well before a single line of actual game code has been created. We hunted down the faces behind videogame's most famous voices and got them to tell us exactly how it's done...

TUROK 3

That's right – the *world's first* news on *Turok 3*. Creative Director David Dienstbier took us behind-the-scenes of his latest dino blockbuster, and revealed exactly how Iguana created the voices for Turok, Adon and co. And we spoke to the actors themselves to check that The Big D was telling the truth...

THE CAST

Adon – Liz Pearce
Danielle Fireseed – Sara Munson
Joshua Fireseed – Steven Crawford
Joseph Fireseed – David Coolidge
Oblivion and Game Director – David Dienstbier

1 Scripting

The first job was fleshing out the game's script and creating a list of characters. David's intention was to create a 'living' narrative that unfolds during cut-scenes *and* normal play – no mean feat considering that *Turok 3*'s story is the most in-depth of the series so far.

The biggest twist in *Turok 3*'s tale is the appearance of two new playable Turok family members – Danielle and Joseph Fireseed. "We created a real family dynamic amongst them," says David, "and Adon's relationship with them becomes very important, for this and future *Turok* games."

△ *Steven Crawford, giving voice to Joshua.*

2 Casting

The characters were in place, but they needed voices. For the first time, David searched outside Acclaim's Texas home to find them. "I was looking for actors who could convey real emotion and feeling," says David. "In Cincinnati, I struck paydirt!"

Hopeful actors recorded segments of the *Turok 3* script onto tape, then David chose his favourites for a 'callback' – an actual live audition in front of Acclaim's head honchos. "We had about two minutes to scan the lines before the reading," recalls Steven, "But I went, I read, I kicked butt!"

3 Character development

With the actors on board, David brought them to Acclaim HQ and, using sketches and detailed descriptions, introduced them to their characters. "If they ever make a live action movie of *Turok* with me as Danielle," admits Sara, "I'll need a serious personal trainer!"

After the actors had become familiar with their role, David coached them on the exact sound he wanted – including a deep, authoritative voice for Joshua, and an English accent for Adon. "Being English, that sort of came naturally!" laughs Liz.

△ *Adon calling. Liz Pearce supplies the voice for Turok's lady friend.*

4 Practice

The actors got their hands on the final script on the morning of the first recording day, allowing them to embark on several practice runs. "That was important," says David, "Everyone needed a clear idea what was happening in the scene, and exactly how their characters should react."

"We spent lots of time discussing the characters and situations," remembers Liz. "The graphics for *Turok 3* weren't finished at the time, so, with the help of David, we had to use our imaginations."

5 Recording

With the rehearsals over, the lead technician's yell of 'Rolling!" started the recording proper. Working scene-by-scene, the dialogue was recorded digitally onto computer. "Being in the studio together, you get more of a sense that you're having a real conversation," says

"When you're told to scream like a bazooka just blew your intestines out, you can't help but put your body into it."

IT'S-A ME, MARIO!

A short chat with Charles Martinet, the voice of that guy in the dungarees.

Q How did you get the Mario 'gig'?

A *It was back in 1989, when they'd developed a way to do 'real-time' animation. The audience would talk to a cartoon Mario, and I'd talk back at them. It was actually the first time I'd seen Mario. I thought he was kinda cute!*

Q How was the voice perfected?

A *Well, we had no idea what Mario was supposed to sound like. We knew that he was a plumber from Brooklyn, so I considered doing a throaty workman type – a "Heyyy, how's it goin' there, pal?" kind of thing. But I thought that, as a children's character, Mario should be a sweet, loveable, harmless guy. So I took the voice of Gremio, an Italian from Shakespeare's Taming of the Shrew who I'd played on stage, and adapted it slightly to create Mario.*

Q Is talking into a microphone a boring job?

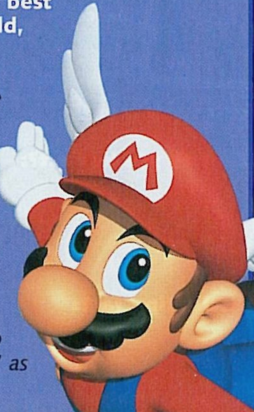
A *No! When I arrive, everyone involved in the game has done most of the hard work. They just tell me to play and have as much fun as I possibly can, and then just sit there laughing at me being silly. I have fun improvising – Mario's 'Ah, spaghetti...' mumbling when he falls asleep in Super Mario 64 was all my own work.*

Q Do you actually play the games?

A *Oh yes – I play all of them, and everyone who knows me has to have an N64, or they can't be my friend. I also get to know about the new Mario games a little in advance. What are they? Oh, that's a big secret!*

Q You've got the best job in the world, haven't you?

A *I think so! I love having a positive impact on people. The personality that I've created for Mario is intended to show that life is a gift, and that everyone should just have fun out there. Don't just walk up the staircase – leap up and shout "Wahooo!" as you go!*







"I was looking for actors who could convey real emotion and feeling," says David. "In Cincinnati I struck paydirt!"

△ *Dave Coolidge does a Jim Carrey. And look at the size of that microphone!*

Steven. "We felt a real connection as we looked at each other during exchanges."

It wasn't all serious, though. "Very sneaky fellows, those Acclaim guys," claims Steven. "Sometimes they'd keep rolling without us knowing. I could be taken to jail for some of those outtakes..."

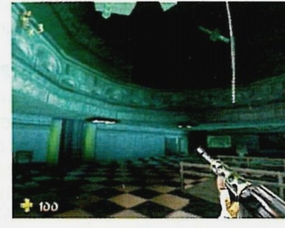
6 Noise recording

As well as the speech, all the character's in-game grunts, yells and moans needed taping. As this process is the most intensive on actor's throats, it took place on the last day. "Dying violently 45 times in a row can be pretty strenuous," admits Sara.

For authenticity's sake, the actors got physical. "That's the fun stuff," says Liz. "We threw ourselves around the booth, pretending to sword fight and fall off buildings." According to David C, "When you're told to scream like a bazooka just blew your intestines out, you can't help but put your body into it!"



△ *A giant water tank? Or a diabolical nuclear device?*



△ *As far as chequered floors go, Turok 3 is the king.*

7 Re-takes

David took notes throughout the recording, and discussion often led to retakes. "To get what I wanted," David says, "I sometimes read with them, acted out scenes or hopped around like an idiot mimicking the action. Getting results meant communicating my ideas clearly."

"David's wild demonstrations of what he needed us to portray reduced us to fits of giggles," recalls Liz. "But we knew exactly what he wanted us to do. And, if it wasn't quite right, he'd make us do it again and again and again."

8 Post-processing

With the final voices on computer, the game's programmers took the reins, matching the voices to the character's mouths. "For the voice of Oblivion," says David, "Our audio gurus combined six to eight different voices I'd recorded, then threw in bizarre squishing, moaning and liquid effects to make it even more creepy. It's a great effect!"

Finally, it's home time for the voice actors, and they still haven't so much as glimpsed the game itself. They'll first hear how their voices sound at the same time as you – when boxed copies of *Turok 3* arrive this October.

▽ *The team after the recording. Happy, but suffering from sore throats.*



YOU'RE THE VOICE

Meet the voice artists behind the best-known N64 characters...



Ikue Ohtani

From: Tokyo, Japan
Voices: Pikachu (*Pokémon Snap*, Pokémon TV show).
Also voices: Togepi in the TV show.
Want to see her act?: Ikue took part in a Tokyo 'Seiyuu' festival in Christmas 1998. She played one of three sisters who share a dream of becoming voice artists.
Fascinating fact: Ikue played Almond in an anime cartoon called 'Trouble Chocolate'.



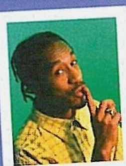
Hiyama Nobuyuki

From: Hiroshima, Japan
Voices: Link (*Ocarina of Time*).
Also voices: Yoshimitsu in the Dreamcast beat-'em-up *Soul Calibur*.
Want to see him act?: In a video all about voice actors called 'It's Say You!', Hiyama played a schoolboy on the lookout for girls.
Fascinating fact: He's released a CD called 'Prototype', it's a bizarre mix of rock-'n'-roll, ballads and rap, with one song where Hiyama describes 'Dancin' in the Sky'.



Lyssa Browne

From: Seattle, USA
Voices: Slippy Toad and Katt in *Lylat Wars*.
Also voices: Not much – she's mainly an actress.
Want to see her act?: Lyssa played the part of Gabby in The Engagement Party, a film about a Jewish couple holding an engagement party – with hilarious consequences!
Fascinating fact: In a theatre sketch show, Lyssa looked "luscious in her red and black underwear," according to one audience member.



Danny John-Jules

From: London, England
Voices: Gex (*Gex 3: Enter The Gecko*).
Also voices: 'Firey 3' and 'Firey 4' in David Bowie flick Labyrinth.
Want to see him act?: Danny plays Cat in unfunny BBC2 sci-fi comedy Red Dwarf, and also appeared in slightly-funnier medieval comedy Maid Marian and her Merry Men.
Fascinating fact: Back in the '80s, Danny was a dancer in the George Michael-aided band, Wham!

POKéMON PEOPLE

You won't recognise these people, but you probably hear their dulcet tones every week. They're the folk behind the voices of Ash, Brock, Misty and all 150 monsters from the Pokémon TV show and movie – and they're talking exclusively to us.

THE CAST

Ash –	Veronica Taylor
Misty/Jessie –	Rachael Lillis
Brock/James –	Eric Stuart
Prof Oak –	Stan Oak
Gary –	Jimmy Zoppi
Voice Director –	Jim Malone

Q How did you get started in showbiz?

Stan: *I made my acting debut in "All I want for Christmas is my two front teeth", aged 11. Being too short for basketball and too small for football, acting gave me the chance to shine.*

Rachael: *I did a little stage work, too, but moved into voice acting when I realised that I was too terrified to actually be on stage!*

Q Do you remember being offered the Pokémon role?

Rachael: *I'd dubbed Japanese animation before, and I auditioned for most of the female characters – and Ash – before winning the part of Misty.*

Eric: *I'd also done some animé work, on a series called Slayers. Pokémon came along, and I thought "Yeah, why not, another straight-to-video thing..."*

Q How did you develop your characters' voices?

Veronica: *Nintendo were scared about Ash sounding too girly, so I went very deep at first. Then I played them a tape of my ten-year-old brother to demonstrate that little boys don't have deep voices!*

Eric: *James' voice started out very serious, but when I noticed he talks in falsetto and wears skirts in the Japanese version of the show, I decided to go completely over-the-top! I tend to draw on my favourite cartoon characters for my voices – there's a fair amount of Shaggy from Scooby Doo in Brock!*

Q Is it hard work?

Rachael: *It's not necessarily easy, especially when you're putting a lot of demands on your voice and there's a firm deadline to meet. With a monster voice, having only one word to voice your emotions isn't easy!*

Jimmy: *Yes – I remember a scene in "Pikachu's Summer Vacation", where all the Pokémon were having a tug-o'-war and grunting away. That scene just went on and on and on...!*

Veronica: *Because Ash's voice is difficult for me, my throat continually gives up. I'm often surprised at how physically exhausted I am at the end of a recording day.*

△ *Rachael giving it some in the tiny studio.*



△ *Jim Malone uses this complicated set-up to match the voices to the pictures.*

Q Are there any embarrassing out-takes?

Rachael: *Oh, yes. Lots of "Hey, Ash, uuuuhhhh... sorry!" and "Prepare for...! Trouble... darnit, sorrygoagainthatstank."*

Veronica: *There was one time where the whole absurdity of me doing a child's voice just got to me. I cracked up.*

Jim: *Outtakes don't usually stick around on tape for long, though. The sheer volume of the recording means we delete fluffed lines frequently.*

Q How does it feel to be famous?

Rachael: *It's a fairly anonymous celebrity. Once, though, I was sitting behind the daughter of one of the staff, and he told her who I was. She climbed over the back of her seat, landed in my lap and said, "Say somethin', Misty!" I was laughing so hard I couldn't do the voice properly!*

Eric: *I'm a successful musician, and I once had two twins ask me to sign my CD as Brock. They weren't convinced I was him, so I did the voice for them. They both looked at me in unison and sighed, "Cool!"*

Q Do you watch the show?

Eric: *Because different parts of a joke are recording separately by two people, I often grimace at how bad it sounds in the final show. I tend not to watch because of that!*

Jimmy: *For me, the best part of the job is watching the show with my six-year-old son, C.J. – he's proud of his daddy!*



△ *Rachael Lillis is responsible for the voices of Misty, Jessie, Chansey, Ditto, Jigglypuff, Vulpix, Poliwag and others.*



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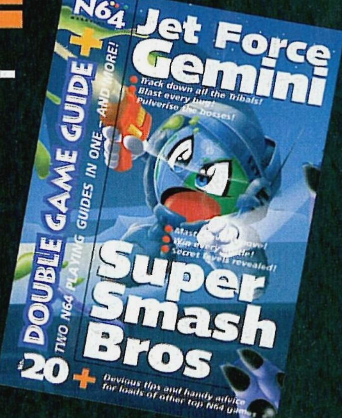
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The Very Public Diary of Avery Marx

An excerpt from the recently uncovered journal of *Shadowman*'s notorious 'Home Improvement Killer'...

TUESDAY

What a day of disasters! After making some tiny adjustments to my night vision goggles – the foolish things started flickering while I was trying to take a shower – I popped down to the local bookstore and bumped into Tony Brady who used to be in my art class at school. What a simpleton! I invited him back to the flat, killed him and am now using him as a coat stand.

WEDNESDAY

I slept all day, waking only once to check my mail. I received a gas bill, a letter that I sent to myself asking me to marry me, and the latest edition of Alternative Wallpaper Monthly, which had a step-by-step guide on how to make wallpaper from eyelids.

THURSDAY

After sanding down my dining room table with a shin, I nipped along to Wal-Mart for some much needed supplies. I got some funny looks as I paraded the aisles in my goggles but once I'd scrawled 'Ray Ban' on them in HUMAN BLOOD everything was fine. I bought some nails for my nail gun, a hideously long and loathsome knife, and a turnip for dinner.

FRIDAY

Had afternoon tea with Legion. His rendition of 'Livin la Vida Loca' was outstanding.

SATURDAY

Mummy called and asked how I was getting on. I told her fine, then later realised I actually killed her and used her legs to roof the outhouse. I concluded that it must have been someone else who called, and not Mummy. Unless she was taunting me – from beyond the grave! (This, admittedly, is unlikely.)

SUNDAY

Tried to watch TV despite cutting the electricity several months ago. Failed.

MONDAY

Lost my goggles, and then couldn't find my way to the toilet in the dark. I was particularly uncomfortable for the rest of the day, especially when I accidentally fell out a fifth floor window thinking it was a door. Fortunately, I was able to find my way back up to the flat by ripping off my dismembered leg and using it as a walking stick.

TUESDAY

Found my goggles next to a 'Bing Crosby sings Christmas' LP and proceeded to reorganise my canary cabinet in alphabetical order, starting with Abe, my oldest canary, and finishing with Wayne. Later, Milton T. Pike popped round for some tea and killing, and that night I dreamt of a daring and dastardly plan to take over the world! I also dreamt of fishies.

Kill

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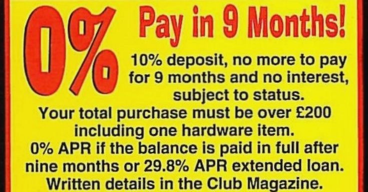
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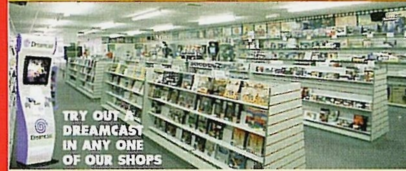
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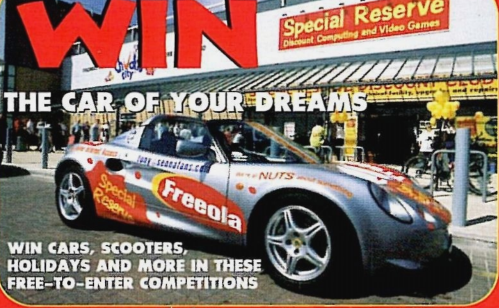
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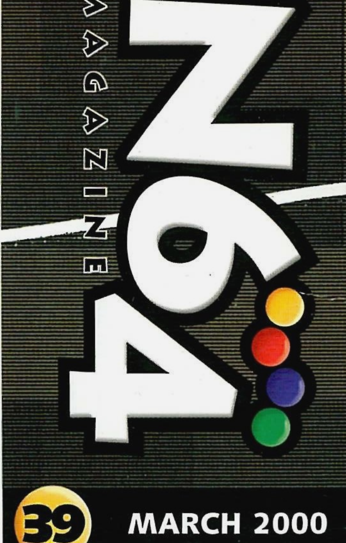
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